**Galaxy travelers (version for 2 players)**

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| ***The players are galaxy travelers and move on a grid which represents the galaxy; black-filled cells are instable regions where the travelers cannot go. Each player would like to visit the highest number of regions of the galaxy (i.e. to visit the maximum number of grid cells).*** |
| * **Start**: Each player chooses his starting position on the grid and has 10 credits and 10 warp charges. The players play in turn; Player 1 starts. * **Movements**: To move from one cell to an adjacent cell of the grid (not diagonal), the player spends one warp charge per movement. When arriving in an unvisited region, the player earns one credit (except the start cell and the market cells) and takes control of this region. To keep track of the controlled regions, the player marks the cell with his color. * **Markets**: The player could buy warp charges in the markets. Each time a player arrives in a market cell, he rolls one dice to determine the price and then a second dice to determine the number of warp charges he could obtain for this price. The player may accept or decline the deal but the player cannot roll the dice twice. * **End**: The game stops when the galaxy travelers have visited all the regions or when neither player has warp charges and/or money anymore. The winner is the galaxy traveler who controlled the highest number of regions. |

*The players can keep track of their resources and score on these counters:*

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| Player 1 | | |  | Player 2 | | |
| Warp charges | **Credits** | **Controlled regions** |  | **Warp charges** | **Credits** | **Controlled regions** |
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