

SMALL STAR EMPIRES

A new dawn for the galaxy is coming. Four of the major species inhabiting the galaxy finally achieve interstellar travel, and are ready to establish their empires and dominance across the galaxy!

Your species is among them. As a leader, you must make sure your rising empire is the dominant at the end! You will accomplish this by colonizing planetary systems and exploring beautiful nebulae with your ships while establishing your domain.

Plan your strategy wisely to become the dominant star empire of the galaxy!

GAME OBJECTIVES

In Small Star Empires, you will move your ships on a map containing hexagon systems. After moving one of your ships into a system, you will colonize it by putting a Colony or Trade Station marker on the system. This will give you control of the system. At the end of game, all players will calculate their points from each of the systems they control, plus other bonus points. The player that has the most points wins the game.

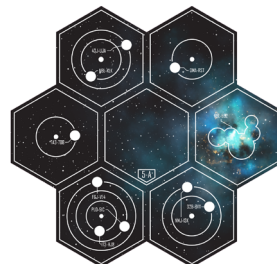
OVERVIEW OF COMPONENTS

» This Rulebook

» 11 Sector Tiles:

- » 4 Homeworld Sectors (Player Starting Sectors)
- » 7 Regular Sectors

» 4 Ships (Cone), 16 Colony Markers (Discs) and 4 Trade Stations (Hexagonal prism) of each color (Red, Green, Blue, Yellow)

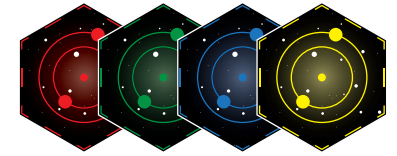


Sector Tile

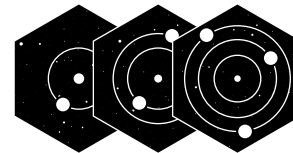
TYPES OF SYSTEMS

Each Sector Tile consists of different types of systems:

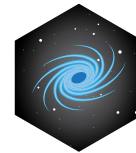
HOMEWORLD SYSTEMS: These are the starting systems of each of the races in the game. Each player starts to colonize the galaxy from his homeworld system.



Note: These systems act as a colonized star system. They count towards territory bonus and give points to opponent's Trade Stations built adjacent to them.



STAR SYSTEMS: These tiles represent the Star Systems the players colonize to control during the game. Each system can have 1-3 planets in it and give 1-3 points at the end of the game, respectively.



WORMHOLE SYSTEMS: The Wormholes Systems can be used by players to travel quickly from one sector of the galaxy to another.



NEBULAE SYSTEMS: The Nebulae are the most beautiful corners of the galaxy. The spacefaring races of the galaxy consider them as wonders of the universe, and the more Nebulae you control from one set of color the more points you get at the end of game.



BLACK HOLE SYSTEMS: The gravitational pull of the black holes presents a great danger to any ship passing in that systems. That's why the ships avoid them at all costs, and no player can move his ships into a Black Hole System.



EMPTY SYSTEMS: Empty systems can be colonized just like regular systems. They don't give you points at the end, except if there is a Trade Station there and there are opponent's systems adjacent to it. It also counts toward the territory bonus.

OTHER COMPONENTS



COLONY SHIPS: Each player will use 2-4 ships during the game to colonize and establish control over the systems in the galaxy.



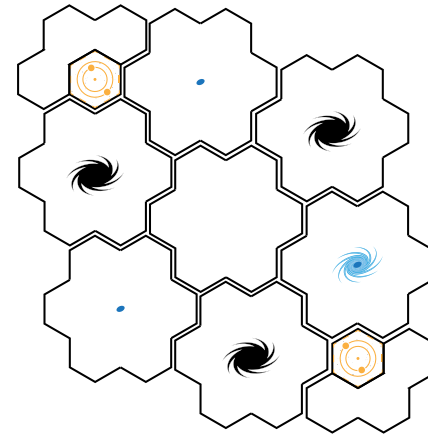
COLONIES: These are represented by the discs, and are used to mark control by a player over a system.



TRADE STATIONS: These hexagonal prisms mark control the same way as the Colonies, except they give bonus points at the end of the game.

SETUP:

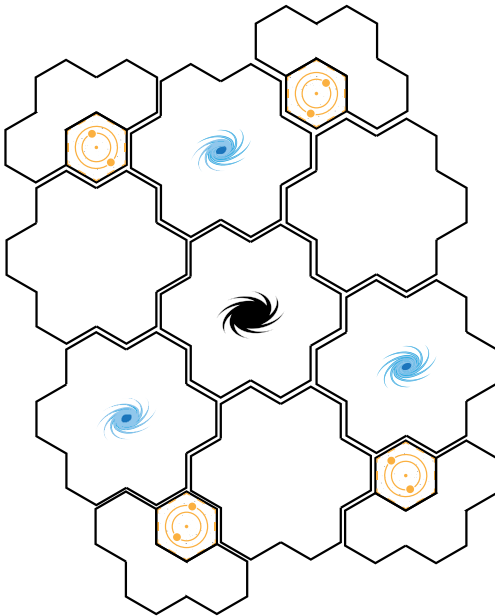
1. Create the Board: For your first couple of games, we recommend the following setup:



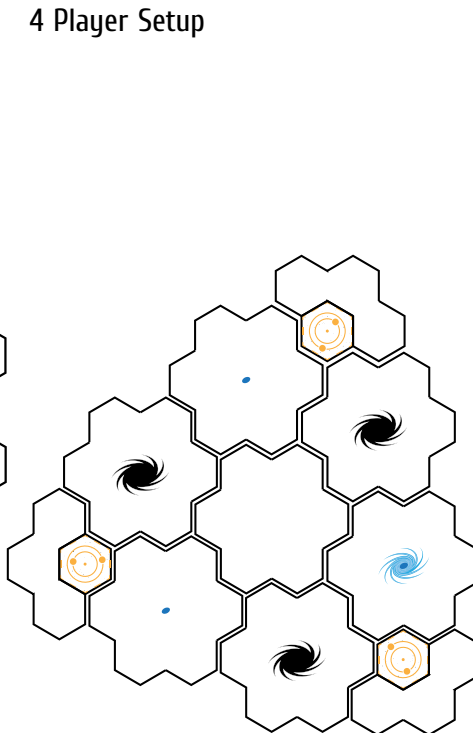
2 Player Setup

You may rotate the tiles however you want during setup. This will give randomness to each game you play.

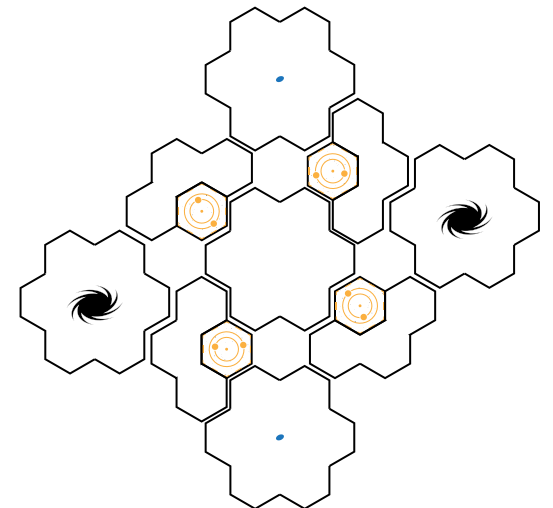
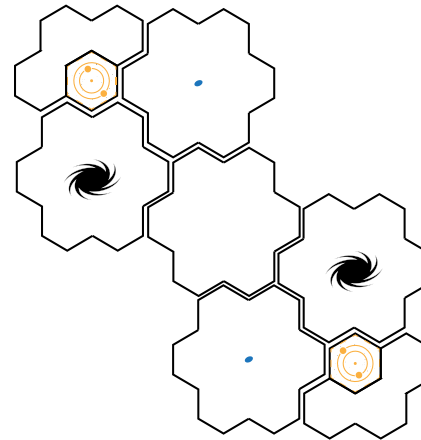
Because of the modular board, players can choose freely how to setup the board according to their desire. Here are some examples of other board setups:

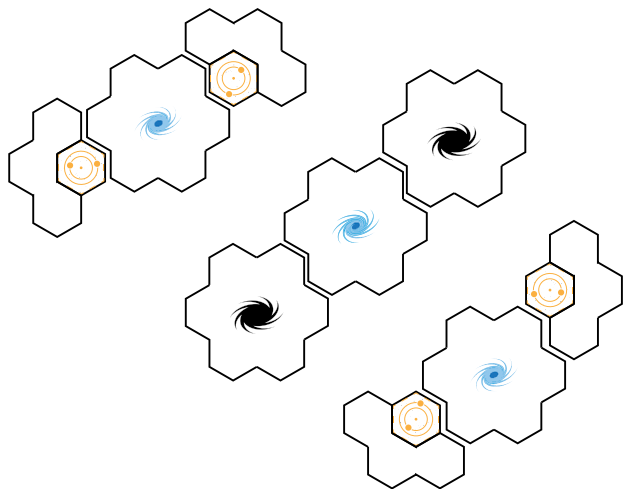


3 Player Setup



4 Player Setup





AFTER SETTING UP THE BOARD:

2. Choose Empire Color: Each player chooses a color and he takes all of the Colony Markers, Trade Stations and 2-4 Ships depending on number of players:

- » 2 Players: 4 Ships
- » 3 Players: 3 Ships
- » 4 Players: 2 Ships

3. Place Ships: Place your ships on your Homeworld system.

4. Start playing.

GAMEPLAY:

This game is played over series of turns, starting with the player that has last been Star Emperor in one of his previous lives and proceeding in clockwise order.

Each player's turn consists of:

1. Move one Ship
2. Establish Control

MOVE ONE SHIP:

In this step, the player chooses one of his ships to move it as far as he want and can in a straight line. You can move the ship in any of the six directions of the hexagon system tile but you can't change directions during the move.

When a player moves one of his ships he must follow the next rules:

The player's ship CAN:

- » MOVE INTO any unoccupied Star System, Nebula or empty system that is in its line of movement
- » PASS THROUGH a system under his control
- » PASS THROUGH a Wormhole System

The player's ship CAN'T:

- » MOVE INTO or PASS THROUGH a Black Hole System
- » MOVE INTO a Wormhole System
- » MOVE INTO or PASS THROUGH a system that is already controlled by another player
- » MOVE INTO his own system

Special Wormhole Movement:

As previously mentioned, a player cannot move a ship into a wormhole system. However, he can move a ship between systems adjacent to wormholes. In order to travel from one wormhole to another, the player's ship must already be on an adjacent system to a wormhole. When he chooses to move that ship, he can choose a system adjacent to the other two wormholes on the board, but not the one he is already adjacent to, as long as he respects the previously mentioned rules for movement (he cannot enter systems under other players' control etc), but disregarding the rule for moving in straight line.

ESTABLISH CONTROL:

After the player moved one of his ships, **HE MUST PLACE** a Colony or a Trade Station on the system the ship moved into. This way, the player Colonizes the system and gains control over it. No other player may later put his Colony or Trade Station in order to gain control of the system.

Play proceeds with the next player.

A player **MUST** move one of his ships each turn. If he cannot move at least one of the ships he controls, he passes and he does not take any more turns. Play continues in this manner until no ships have any more legal moves.

WINNING THE GAME

After determining that no ship can make a legal move, players start to calculate their points. Each system under a player's control is calculated to make the final player score according to the next table:

Each player gets:

- » +1 Point for each One-Planet System
- » +2 Points for each Two-Planet System
- » +3 Points for each Three-Planet System
- » +X Point for controlling a Nebula:
 - » +1 Point if you have 1 Nebula of a color
 - » +4 Points if you have 2 Nebulae of a color
 - » +7 Points if you have all Nebulae of a color
- » +1 Point for each of your Trade Stations for each adjacent Colony Marker or Trade Station belonging to another player.
- » +3 Bonus Points to the player with the largest territory (most systems in a single territory)

To ensure easier calculation of points, you can write the points in a the table provided.

For each player, first count the points for the planets, followed by points for the nebulae, then points for his Trading Stations, plus any bonus points he may receive at the end.

CONGRATULATIONS! THE PLAYER WITH THE HIGHEST SCORE IS THE WINNER AND IS THE NEW STAR EMPEROR!

Tiebreakers:

In case of a tie, the player that has the most unspent Colony markers is the winner of the tie. If there is still a tie, the player that has the most unspent Trade Station markers is the winner of the tie. If there is still a tie, the player controlling more planets is the winner. If there is still a tie, all tied players are winners.



Game and Graphic Design: Milan Tasevski

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PLAYER				
PLANETS				
NEBULAE				
TRADE STATIONS				
BONUS				
TOTAL				
PLAYER				
PLANETS				
NEBULAE				
TRADE STATIONS				
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SMALL STAR EMPIRES

RULES REFERENCE

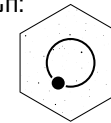
YOUR TURN:

1. Move a ship in a straight line as far as you want. Your ship may not pass nor STOP AT another player's system, or a Black Hole. However a ship may pass but not stop at a Wormhole.

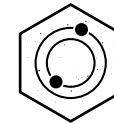


2. After you have moved the ship, place a Colony or Trade Station there to establish control over the system.

SCORING EACH:



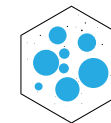
1 point



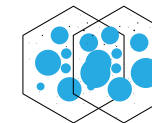
2 points



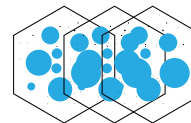
3 points



1 point



3 points

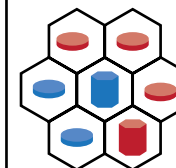


7 points

[For each set of nebulae]



Trade Station: 1 point for each adjacent system under control by your opponents. This is calculated for each Trade Station separately.



Example:
Blue gets 3 points from his Trade Station.

3 Bonus points for the player with the biggest territory.

If players are tied, they both get the bonus.

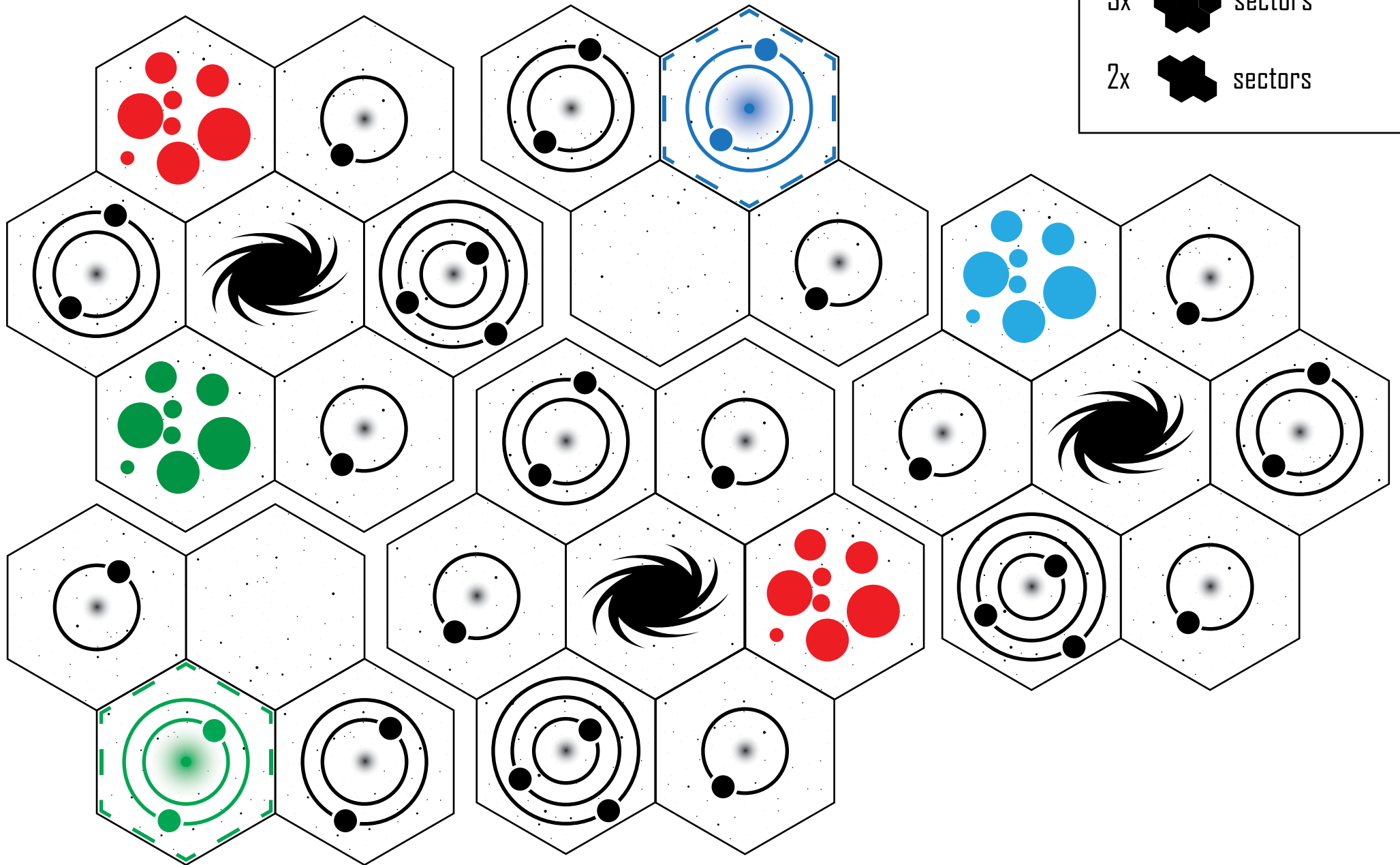


CUTTING PARTS

Cut these and you will get:

3x  sectors

2x  sectors

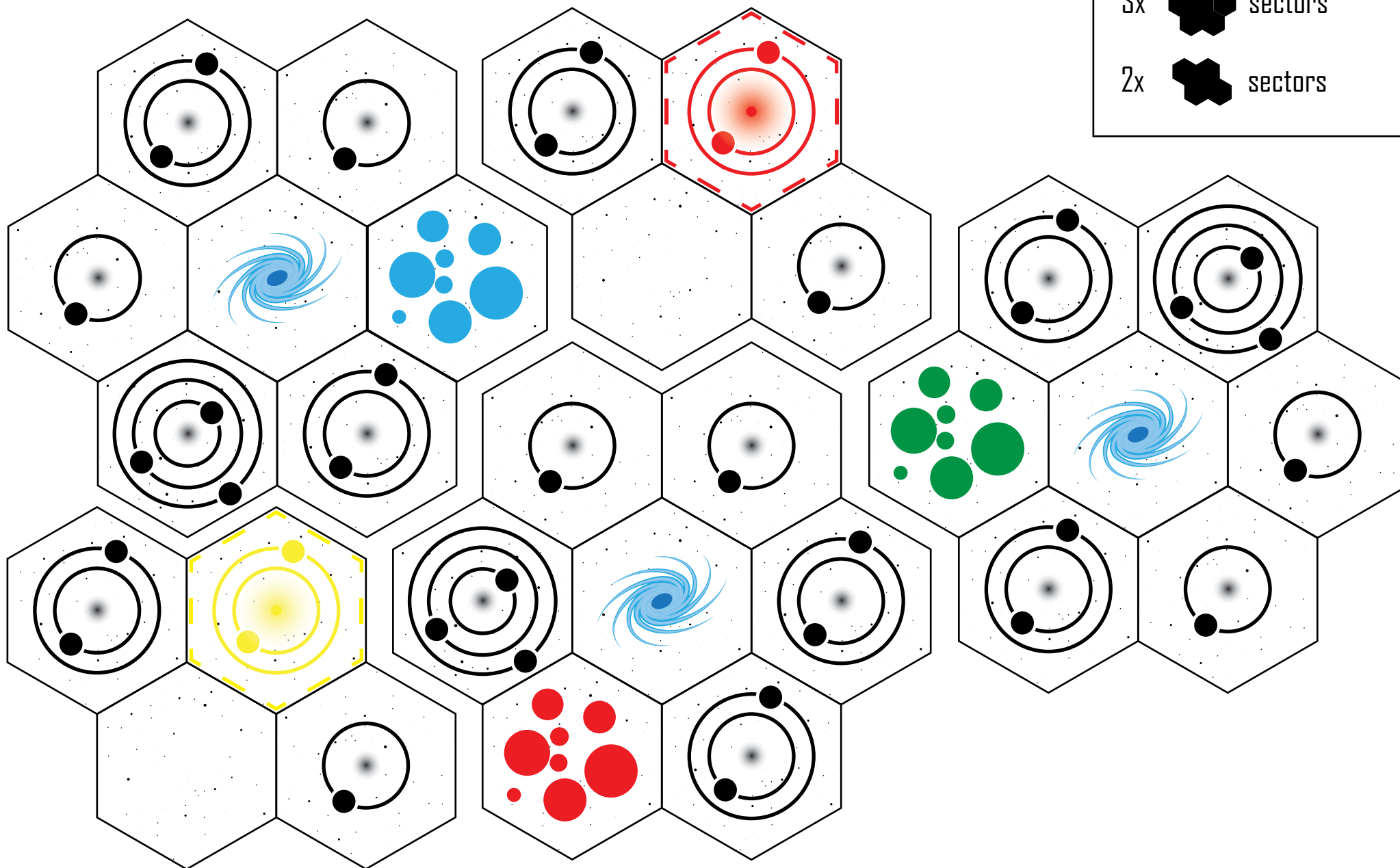


CUTTING PARTS

Cut these and you will get:


3x  sectors

2x  sectors



+ This 1 sector. You should
have total of:

7x  sectors

4x  (home) sectors

CUTTING PARTS

