



## Instruction Book

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### I. Game Description

#### 1.1 Brief Description

This is a board-game about space travelling. Each player will play as an alien researcher with special skills. The first player who finishes the task and reaches the Earth will win the game. Players can learn interesting facts about different planets in the solar system.

#### 1.2 Mechanics

- Dice rolling
- Grid Movement (Luke, 2019)
- Card drafting (Luke, 2019)
- Push your luck (Luke, 2019)
- Set Collecting (Luke, 2019)

**1.3 Number of Players:** 2–6 players

**1.4 Target Audience:** 12 years old +

**1.5 Time to Play:** 1-2 hours

## II. Before We Start

### 2.1 Background Story

Andromeda Galaxy is a barred spiral galaxy, located about 2.5 million light-years from Earth, and the closest large galaxy to the Milky Way (2021). You are a researcher with unique skill from an outer space research team in one of planets in the Andromeda Galaxy.

To test whether you are qualified to become a senior researcher, you are assigned a mission to collect data about the solar system and visit the Earth. In order to collect comprehensive data and delve into the solar system, you are required to build 3 satellites on 3 different planets and upgrade them to satellites plus, and finally to space stations during your journey. You are expected to land on the Earth after your space stations are successfully built.

However, there are some opponents with different special skills from other planets who have the same missions as yours. In order to make your planet the first to finish the research in the Andromeda Galaxy, you can take over or degrade others' orbiters. But be aware that your opponents will also find ways to destroy yours! Good luck on your journey!

### 2.2 Game Components

- A six-sided dice (not provided)
- A Map
-  Fuel Template (Fuel x 60)
-  Builder Kit Template (Builder Kit x 20)
- Orbiter Template ( Satellite x 25,  Satellite Plus x 20, and  Space Station x 15)
-  Character Avatars and Badges Template (Character Avatar x 6, and 8 Badges for each character)



- Special challenge card x 18 (including 4 Planet X cards)

### 2.3 Game Set-up

Before the game starts, you need to:

- Get a six-sided dice
- Print the map (split on 2 pages) and stick or simply place them together where everyone can reach it easily
- Print and cut special challenge cards and fold them in half along the dotted line. Put the cards of the same planet in one pile, place the cards with the image face up
- Print and cut  $x$  Fuel templates ( $x = \text{number of players} + 1$ )
- Print and cut  $x$  Builder Kit templates ( $x = \text{number of players} + 1$ )
- Print and cut the character avatars along their shapes
- Print and cut the character badges as needed

Each researcher draws a character avatar **randomly**. After that, get your character avatar and 8 badges representing your character. Notice that different researchers have different special skills (see the next section for details).

All six researchers will launch their shuttles at the Andromeda Galaxy on the map. Place the avatars on the Andromeda Galaxy grid. The researcher will go according to **the alphabetical order of their names**. At the beginning, **each researcher will be given 10 bottles of fuel and a builder kit**.

There are 20 locations with events, including the Andromeda Galaxy, 8 planets, 4 dwarf planets, 1 moon, 1 hypothetical planet, 1 star, 2 wormholes, 2 locations to meet the Supply shuttle, and the sun. Place the special challenge cards for each planet aside. Put the Planet X cards together in another pile. Each player will go through these locations to get the corresponding cards.

### 2.4 Characters

Each character has different special skills, but according to the law of the Andromeda Galaxy, **they can only use their abilities twice in this whole trip.**



**Aex**, a lucky researcher, get an extra bottle of fuel when space shuttle visits and provides supplies.



**Branch**, good at space-traversing, can travel through wormholes to any planet optionally.



**Charle**, overwhelmingly friendly, can make one researcher on the same location stay before Charle leaves.



**Esedio**, the 'Doctor Strange' in the Andromeda Galaxy, can reverse time and re-roll the dice if the first dice is not as expected.



**Jess**, has highly enhanced vision, won't be hit by an asteroid or raided by space pirates.



**Senit**, a previous racing driver of the space shuttle, can move any step(s) smaller than 6 forward if the dice shows 6.

### III. Game Rules

#### 3.1 Goal of the Game

The game ends when one of the researchers successfully builds **3 space stations on 3 different planets and moves to the Earth** on the map.

#### 3.2 Rolling Dice

Each round, every player needs to **spend one fuel to roll the dice**. The number on the dice will determine the number of steps for the player to move on the map. Move your character token to the next place. While moving, please follow the direction of the arrows on the map.

#### 3.3 Build Your Orbiters

##### What's an orbiter?

To fully study a planet, the researchers in Andromeda Galaxy have invented a cutting-edge astronomical technology to build orbiters that are able to orbit, observe, and extract data from all types of planets for research as well as supply fuel to support their journey. The orbiter has three levels: Satellite, Satellite Plus, and Space Station. To build or upgrade an orbiter, players need to **collect builder kits** – a crucial object to construct orbiters made by the Andromeda Galaxy.

For continuous research and visits, there's room for fuel storage when designing the orbiter.

Here's the storage information for orbiters in different levels:



Satellite --- 3 bottles of fuel



Satellite Plus --- 6 bottles of fuel



Space Station --- 8 bottles of fuel

## How to build an orbiter?

The orbiter is designed in a way that there's only one orbiter allowed on each planet. Otherwise, it might cause interference with signals. When a player lands on a planet, you can only take an action to either **build/upgrade your orbiter** on this planet or **take over/degrade others' orbiter**. Put the corresponding orbiter beside the planet and mark it with the badge you've already put on the planet (see 3,4 for details about placing badges).

The cost of building or upgrading your orbiters:

- Build a satellite --- consume a builder kit, gain 3 bottles of fuel
- Upgrade to satellite plus--- consume a builder kit, gain 6 bottles of fuel
- Upgrade to space station --- consume a builder kit, gain 8 bottles of fuel

Don't forget to update your orbiter sticker ( →  or  → ).

Here are the costs if you are planning to do something evil with others' orbiters:

- Take over another player's satellite or degrade the orbiter by a level --- consume 2 builder kits, gain 3 bottles of fuel

**Put your badge on the orbiter that you have taken over. Leave the badge of the previous owner on the planet.**

## Where can I get builder kits?

A builder kit takes a long time to produce and transport so each player can only have one builder kit on your shuttle. Players can only **get one builder kit when meeting with the supply shuttle**. Or if you are lucky enough, you can also get it through special challenge cards.

## **3.4 Planets, dwarf planets, moon, ...**

With little knowledge about the solar system, players are facing uncertainties and even dangers during their exploration. The shuttle might not be ready for the challenges from this

unknown planet for the first few times. Therefore, **each player must go through the special challenge(s) on different planets for the first few visits (the maximum is 2 visits)**.

If you are **landing on the planet for the first time**, put your badge on the planet and keep it unmoved for the rest of the game. Then, get the special challenge card of this planet and do the first challenge (the action on the top if there are two available).

If **there's already a badge of yours on the planet**, it's your **second visit**. Get the special challenge card for this planet and do the second challenge (if there's any).

The special challenge cards include but are not limited to the following events:

- Move forward/backward
- Get/Lose ? bottle(s) of fuel
- Get/Lose ? builder kit(s)
- Stay unmoved for ? round(s)
- Lose your orbiter/Get your orbiter degraded
- Unable to build anything

Remember, it's important to plan before spending fuel or using builder kits. When a special challenge is triggered, **you are also allowed to build/upgrade an orbiter if it's not banned on the special challenge card or in the 3.5 section**. After all special challenges are triggered, the shuttle is upgraded so there won't be any accidents in the following visits.

### **3.5 Other Special Locations on the Map**

<b>Andromeda Galaxy</b> 	The starting point of all players. No orbiter allowed. You will be provided <b>5 bottles of fuel</b> every time you pass by Andromeda Galaxy.
<b>Supply Shuttle * 2</b> 	Your home planet will send supply shuttles cruising around the solar system on a regular basis. Since you are always busy performing tasks, you get to meet with the supply shuttles by chance. There will

	be 2 spots on the map where you can meet with the supply shuttle and <b>get a builder kit.</b>
<b>Wormhole *2</b> 	When you stop on the wormhole, you will be <b>transported to the other wormhole</b> . No orbiter allowed.
<b>Planet X</b> 	You need to draw one of the chance cards of Planet X. No orbiter allowed.
<b>Earth</b> 	The destination of all players. No orbiter allowed.
<b>Sun</b> 	The only star in the solar system. No orbiter allowed.

### 3.6 Special Events

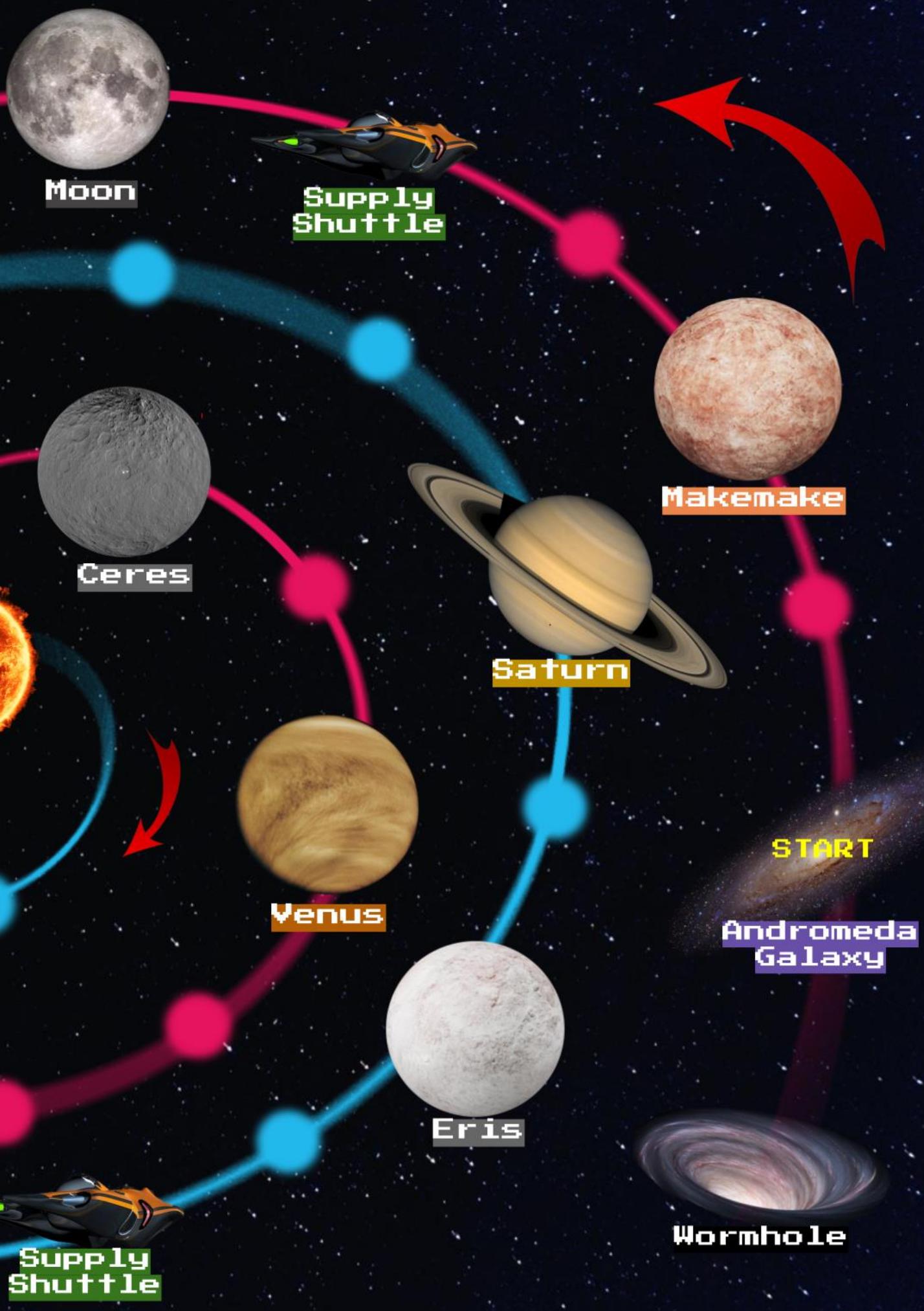
*Out of fuel* --- Roll the dice and get the corresponding number of bottles of fuel. Stay unmoved for this round.

*Not enough possessions for the special challenge* --- If you have any left, give what you have. If not... sometimes owning nothing is not a bad thing. You are exempt from the special challenge.

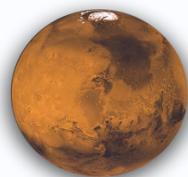
# GO TO THE EARTH

Map (page 1)





# Mars



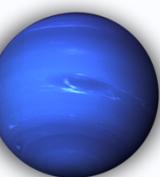
This planet is dusty, cold, and full of desert. Also, you can see a volcano not far from the place your shuttle lands on. Is it earth? You messed it up with Earth and decided to stay for observation.

Action: Stay here for another round.

There are 2 rovers still running on this planet. It seems like they are sent by 'humans' from Earth. You wonder how humans name these two weird-looking creatures. (They are Curiosity and Zhurong!)

Action: You spend some time observing and following the rovers, and accidentally find 2 bottles of fuel.

# Neptune



This planet has at least five main rings and four more ring arcs that full of debris. It takes a while to drive your shuttle through the rings.

Action: You use up a bottle of fuel while dodging from these debris.

Since the planet is the eighth and most distant planet in the solar system, it is dark and cold. The supersonic winds on Neptune blow your shuttle away from your original route.

Action: You have no chance to build your orbiter. You need to roll the dice again to move without costing any fuel.

# Eris

Dwarf



The thermal sensor outside of your shuttle shows that this dwarf planet is extremely cold: it's -405 degrees Fahrenheit (-243 degrees Celsius) outside! Oh no, you find your engine is frozen and your shuttle is unable to move. You must wait for rescue. The rescue shuttle takes you back to your home planet.

Action: Go back to Andromeda Galaxy and get 3 bottles of fuel (2 bottles are given to the rescue team as a thank-you gift).

# Sun

No orbiter allowed



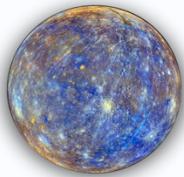
The shuttle scans and detect the sun: it has a core in about 27 million degrees Fahrenheit!

Action: Your shuttle can't stand the heat wave and move 1 step backward.

Your improved shuttle finally gets close to the sun. You get to observe some dark sunspots on sun, which is formed by solar explosions caused by magnetic activities. It's too dangerous to continue any study around it.

Action: You can stay here for this round to do research, but you can never build any orbiter around it.

# Mercury



The smallest planet in the solar system and nearest to the Sun.

Action: You can use the energy from the Sun, so you draw its energy and gain one bottle of fuel

It travels through space at nearly 47 kilometers per second, which is the fastest planet. In this case, it has the shortest year of all the planets in the solar system - 88 days.

Action: You can roll the dice again due to its fast speed.

# Jupiter



A gas giant without an Earth-like surface.

Action: You cannot stand on Jupiter and move two steps backward.

Jupiter has more than 75 moons.

Action: To avoid collisions with moons, you consume an extra bottle of fuel.

# Pluto

Dwarf



Pluto has a thin atmosphere of nitrogen, methane, and carbon monoxide. The atmosphere has a blue tint and distinct layers of haze.

Action: You extract nitrogen from the atmosphere as the energy. In the next round, the number of steps you take is twice the number of points on the dice.

Pluto is only about 2380 km wide, which is about half the width of US. Its surface is extremely cold, -228 to -238 C.

Action: Pluto is too small and cold for you. You don't want to stay here for an extra second, so you move 2 steps forward.

# Makemake

Dwarf



It is the second-brightest object in the Kuiper Belt as seen from Earth.

Action: You lose the sense of direction within the Kuiper Belt and accidentally drive to another route, so you move 1 step forward or backward on your choice.

# Earth

No orbiter allowed



Earth is the third planet in the Solar System and the only one that can support life. It has about 29.2% of its surface area being covered by land, and the rest by water. The remaining 70.8% is composed of water.

Action: Earth is perfect for survival with plenty of supplies, and you find one builder kit from the Earth.

# Uranus



Uranus is the seventh planet from the Sun. Named after the Greek god of the sky. Uranus has thin atmosphere, and it is the coldest planet.

Action: You lose your sense due to low temperature and thin air. Luckily, you find yourself on the supply shuttle after you awake. You also managed to get a builder kit.

Uranus has a bulk chemical composition that differs from that of the other gas giant planets. This explains why scientists often refer to the two as ice giants when it comes to distinguishing them from the other giant planets.

Action: You successfully make a bottle of fuel using your chemistry knowledge and the chemical composition extracted from Uranus!

# Venus



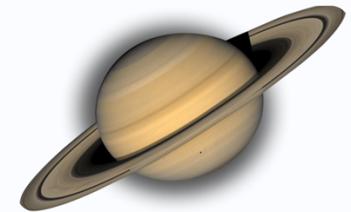
A day on Venus is longer than a year, it will take 243 Earth days to rotate once.

Action: You get confused by the time on Venus and stay for 2 rounds.

Venus has a high concentration of carbon dioxide in its atmosphere. You extract and compress some of the carbon dioxide gas and make a piece of dry ice out of it!

Action: The scientists on your home planet see it through video and want a sample of it. They send you a sample box and a builder kit!

# Saturn



This planet is mostly made of hydrogen.

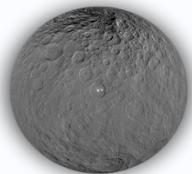
Action: You extract some hydrogen and get one bottle of fuel.

Chunks of rocks and ice form Saturn's rings.

Action: Your orbiter (if you have any) is damaged by rocks and ice. Your orbiter is now degraded. If it is a satellite, you lose it.

# Ceres

Dwarf



Scientists think that there exist a kind of a mud ocean on Ceres. The outside shell has something dirty, but when you go down, the water increase, it may be a salty mud slurry. When your shuttle is landing, it is stuck in a pool of salty mud slurry.

Action: You must clean up the mess, and you don't have chance to build anything in this term.

# Moon



The moon has a solid and rocky surface, we can stand on it!

Action: You are so lucky! You found a builder kit that left by previous astronaut when you are walking on the moon.

The moon has moonquakes, because of the gravitational influence on the Earth. It is lighter and weaker than earthquakes.

Action: The moonquake happens, you lost a builder kit while escaping.

# Planet X

No orbiter allowed



Scientists at Caltech believe that a massive planet known as Planet X could be lurking in the solar system.

Action: A mysterious power pops up, you are taken back to the Andromeda Galaxy. You also get 5 bottles of fuel.

# Planet X

No orbiter allowed



Fictional Event: Space Pirates raided something.

Action: Take away 2 bottles of fuel, if no fuel left, go back to start point.

# Planet X

No orbiter allowed



**Fictional Event:** A mystery man suddenly shows up in your shuttle and leaves you magic remote control.

**Action:** You can now switch one of your orbiters with one of another player's orbiters. You can't use the control if you don't have any orbiter.

# Planet X

No orbiter allowed



**Fictional Event:** A friendly alien shows up on the planet X. You find that there is no language barriers between you and it, so you chat for a long time.

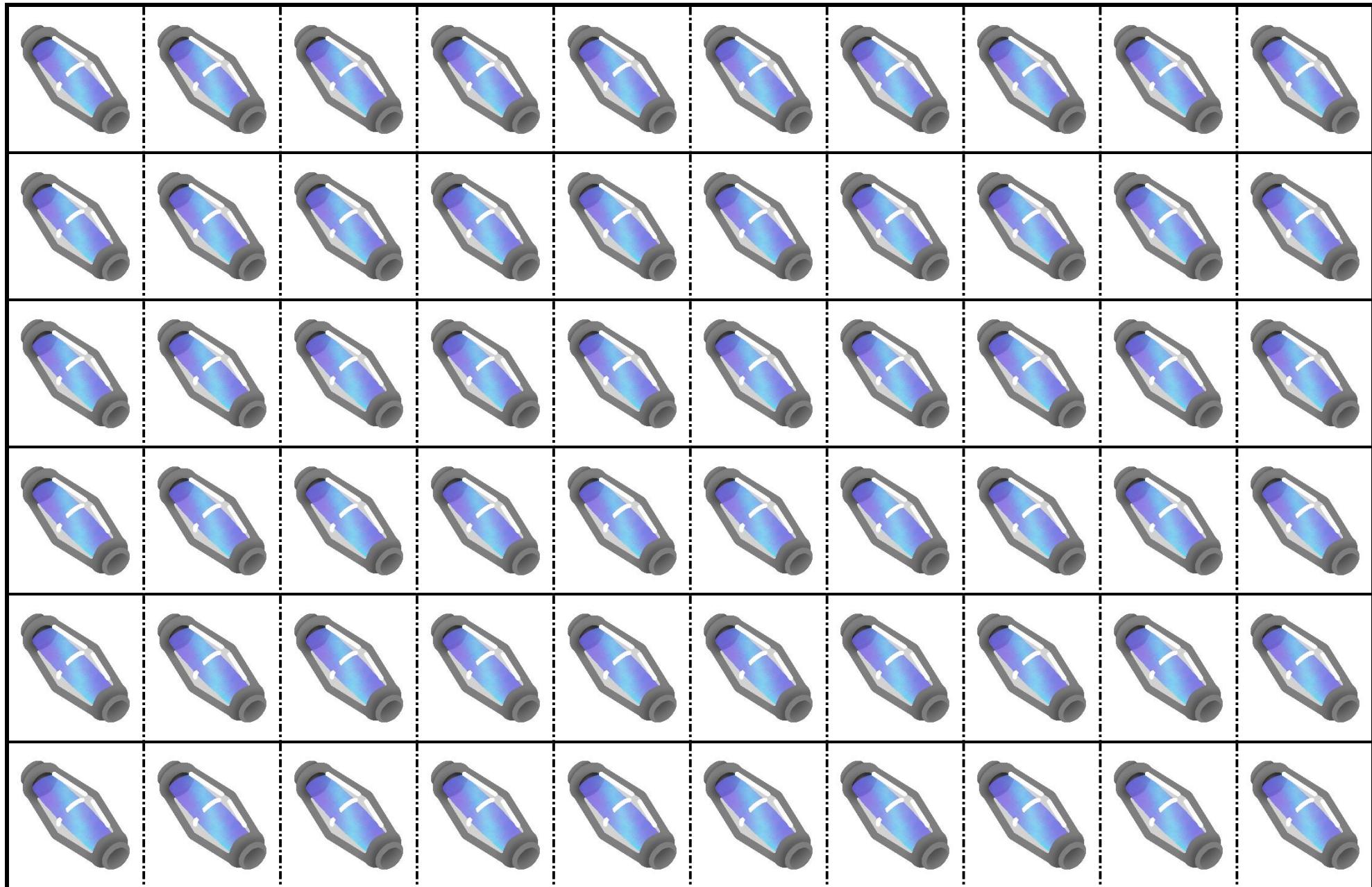
**Action:** As a gift, your nearest orbiter is upgraded by it.

## Special Challenge Cards:

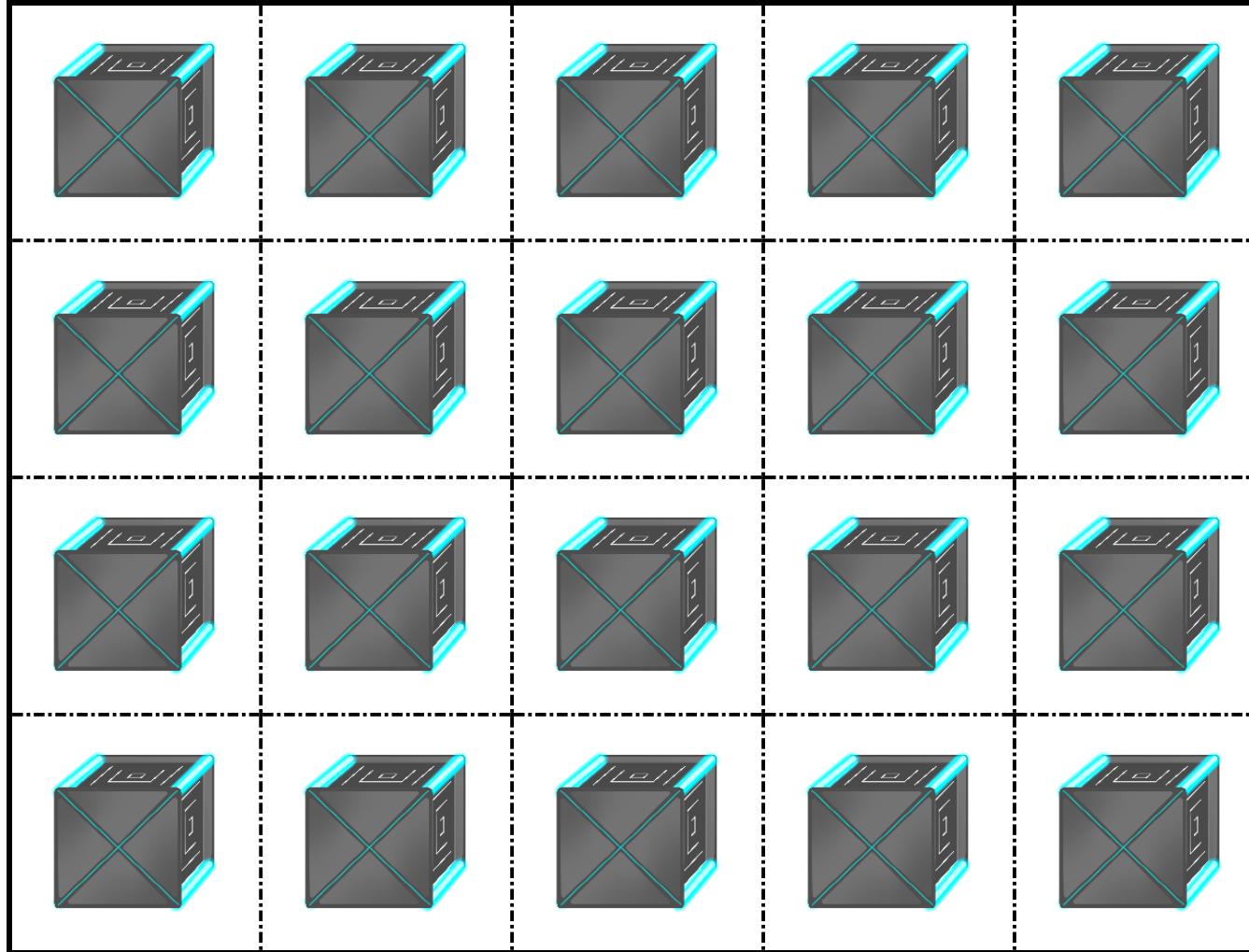
- Please print and cut special challenge cards along the dotted line.
- For each special challenge card, please fold it in half along the dotted line in the middle and put the cards of same planet in one pile. (Place the cards with the image face up)

## Fuel Template (10 x 6)

Cut one row for each player. Tear along the dotted line to spend your fuel.

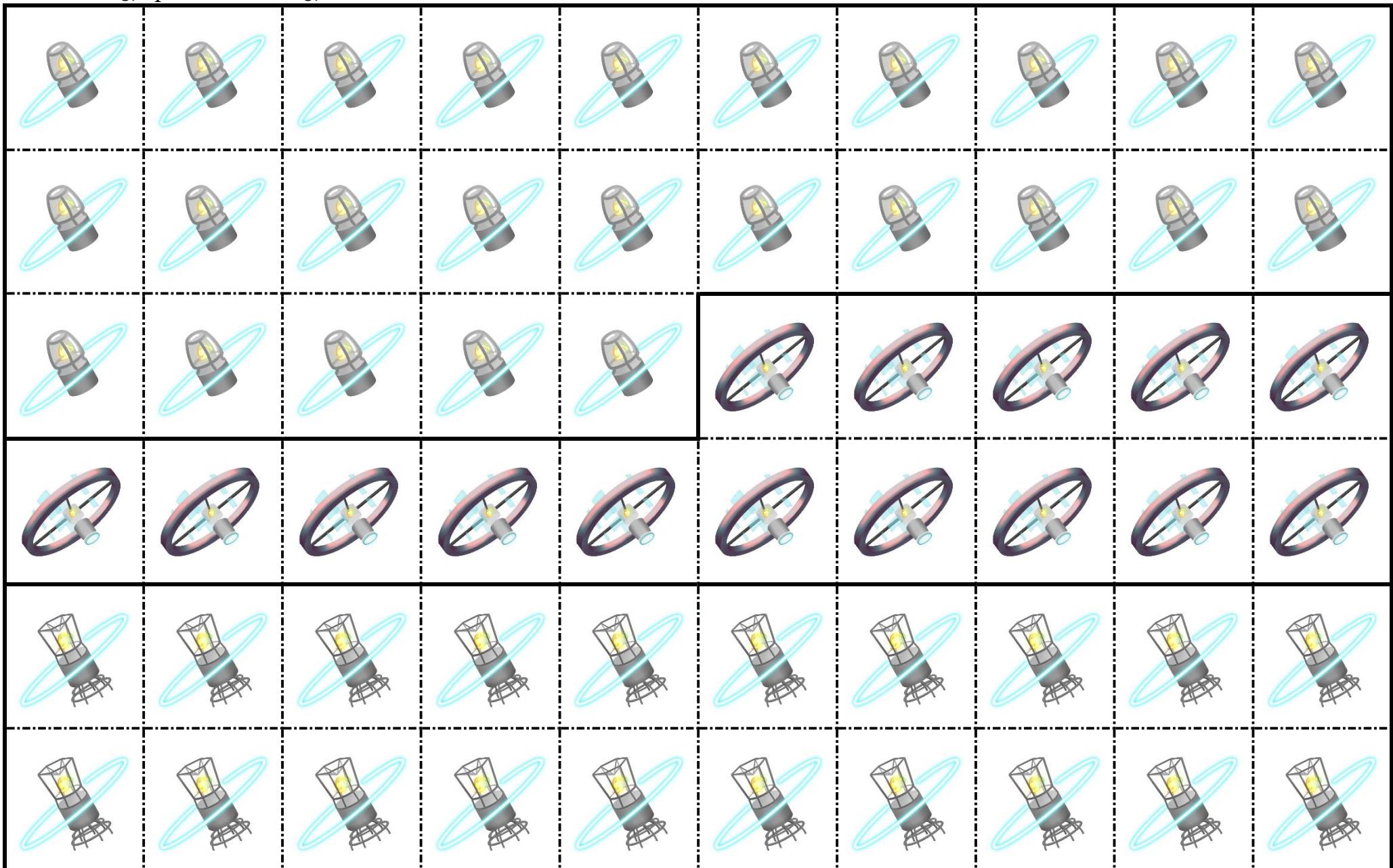


## Builder Kit Template (5 x 4)



## Orbiter Template (10 x 6)

Satellite x 25, Space Station x 15, Satellite Plus x 20



## Character Avatars & Badges Template

Cut the character avatar along the shape. Cut the badges as needed.

