Inspired by the first release of images from the James **Galaxy Quest!** Auction + 💸 Webb Space Telescope. Welcome aboard, captain! You have taken command of a alien artifact (🗸) (V) noigilan space cruiser and have made the very first intergalactic space Discover new allen Discover long-lost jump in human history. You now find yourself in the Helion Galaxy with just your ship, your wits, and your loyal crew. Lose: 4 and 4.7 \$108y How to play: estroy + 🚨 Suspicious spice ( Win: - 👪 and 🔄 You have four resources: Wonder (☆), Security гоге: - 📆 (A), Economy (N), and Time (N). The amount of Now out Him netn∃ of ⇔ each resource you have is displayed by its respective d20, and Time is recorded on the Time ( i ' 🔨 ) Counter below. Your starting value for each is Encounter wormhole (7) splotaise tou determined by your chosen difficulty and is modified by Gather (✓) and Challenge (!) missions by changing the value of the dice appropriately. You begin the game on one of the outermost segments of an arm of the galaxy and move one space Alien pest infested towards the center each turn, resolving each Gather Research + 🞇 Commandeer + 🚇 Discover abandoned to Exterminate:
Lose: - and fleet of destroyers or Challenge mission as you encounter them. Cross to Contain ship (!) Supervirus outbreak T off one Time ((3)) resource box after each Encounter synthetic \$ - pue \$ -Lose: -☆ Win: +☆ mission is completed (regardless of outcome). Pue tiumole on ship (!) oir broid intergalactic lifeforms ( Befriend T For Gather ( ) missions, choose one of the options and -⟨☆ and increase the indicated resource supply by one. ςο<sup>ջ6:</sup> that looks like a butt Deed to Heed and entitle od od grane i ent For Challenge (!) missions, the indicated resource 1) Sieleveil Meet alien monarch will be rolled against. Roll a d20; if your rolled value Discover alien race is LOWER than the quantity of the Challenge obsessed with sport resource that you own, you WIN! If your rolled value is HIGHER than the quantity of the Challenge Superresource that you own, you LOSE! Once a win or massive to Play: black loss is determined, change your resource dice Cose. hole ⇔ Alien Mafia (! appropriately, increasing by one (+) or decreasing 60° Close 43. by one (-). Some spaces contain both Gather and Challenge missions ( , , ), in this case, choose Experiment with Cross Event Horizon one to complete. Meteor shower: take dark matter Discover wreck of 言 During your travels, you will encounter several evasive maneuvers! e ship perdita (V) Win: + and + ?? Wormholes ( ), a fast but unpredictable method of ∑} to Enter: Lose: -2⊕ Win: +2⊕ travel, often resulting in damage to your ship. When to evade encountering a wormhole, randomly generate a Lose: -☆ and - 🔊 Encounter unused canister of nanobots number between 1 and 6, (such as rolling a d6) Win: + 🔊 and - 🞇 Communications then travel to the outermost segment of the arm Research Mode + E Repair Mode + debris ( 📒 ) number decided. array hit by To End the Game: 💥 to Repair: When (S) drops to 0, an alien mothership has taken an interest in you, and you must use all your skills to avoid a hostile situation. Complete a Challenge (!) Tade deal x of each type ( $\diamondsuit$ ,  $\triangle$ ,  $\gg$ ) to determine if you win or Easy: 2/3 of final Challenge Wins Enter dark matter Lisability Conduct x 2 Medium: 2/3 of final Challenge Wins fluxfield. (!) Rendilling eded x Hard: 3/3 of final Challenge Wins to evade Difficulties: Time Counter Lose: -☆ and - 🕰 Easy: Start with 10☆, 10♣, 10�, 25₺ Win: + 🚨 Medium: Start with  $8 \stackrel{\wedge}{\frown}$ ,  $8 \stackrel{\wedge}{\blacksquare}$ ,  $8 \stackrel{\wedge}{\Longrightarrow}$ ,  $20 \stackrel{\wedge}{\bigcirc}$ Easv 23 22 21 Hard: Start with  $6 \stackrel{\wedge}{\frown}$ ,  $6 \stackrel{\wedge}{\blacksquare}$ ,  $6 \stackrel{\otimes}{\Longrightarrow}$ ,  $15 \stackrel{\otimes}{\bigcirc}$ SAMO Discover Corporate 19 18 16 Med. Planetoid looks like espionage plot ( ) 4 Hard 12 a former world Choose your difficulty and set your resource dice to 15 13 14 the correct number, then randomly generate a leader (✓) Rat them out + 9 8 6 10

Admire +☆

3 2 Charge Admission + 38

number between 1 and 6 as if you just entered a

segment of the determined arm.

Wormhole ( ) and place a token on the outermost

Covertly Assist + \$

A self-contained game by Bralex Adley

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