

Galaxy Quest!

Welcome aboard, captain! You have taken command of a space cruiser and have made the very first intergalactic space jump in human history. You now find yourself in the *Helion* Galaxy with just your ship, your wits, and your loyal crew.

How to play:
You have four resources: Wonder (☆), Security (🛡️), Economy (💰), and Time (🕒). The amount of each resource you have is displayed by its respective d20, and Time is recorded on the Time Counter below. Your starting value for each is 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 towards the center each turn, resolving each Gather or Challenge mission as you encounter them. **Cross off one Time (🕒) resource box after each mission is completed** (regardless of outcome).

For Gather (✓) missions, choose one of the options and increase the indicated resource supply by one. For Challenge (!) missions, the indicated resource will be rolled against. Roll a d20; if your rolled value is LOWER than the quantity of the Challenge resource that you own, you WIN! If your rolled value is HIGHER than the quantity of the Challenge resource that you own, you LOSE! Once a win or loss is determined, change your resource dice appropriately, increasing by one (+) or decreasing by one (-). **Some spaces contain both Gather and Challenge missions (✓, !), in this case, choose one to complete.**

During your travels, you will encounter several Wormholes (🌀), a fast but unpredictable method of travel, often resulting in damage to your ship. When encountering a wormhole, randomly generate a number between 1 and 6, (such as rolling a d6) **then travel to the outermost segment of the arm number decided.**

To End the Game:
When 🕒 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 (!) of each type (☆, 🛡️, 💰) to determine if you win or lose!

- Easy: 2/3 of final Challenge Wins
- Medium: 2/3 of final Challenge Wins
- Hard: 3/3 of final Challenge Wins

Difficulties:

- Easy: Start with 10☆, 10🛡️, 10💰, 25🕒
- Medium: Start with 8☆, 8🛡️, 8💰, 20🕒
- Hard: Start with 6☆, 6🛡️, 6💰, 15🕒

To Begin:
Choose your difficulty and set your resource dice to the correct number, then randomly generate a number between 1 and 6 as if you just entered a Wormhole (🌀) and place a token on the outermost segment of the determined arm.

