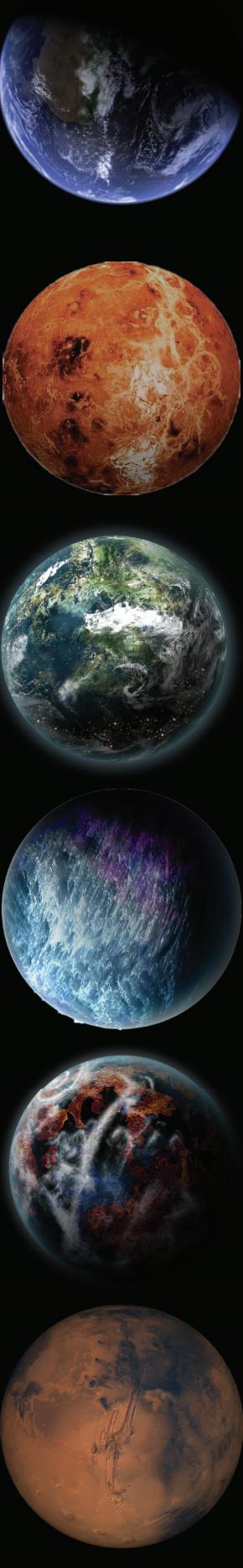


# INTER-GALACTIC CONQUEST

INTER-GALACTIC CONQUEST IS A STRATEGY-BASED BOARD GAME WHOSE GAMEPLAY CENTERS AROUND SIX ALIEN CIVILIZATIONS BATTLING IT OUT IN AN ALL OUT WAR TO TAKE OVER THE GALAXY. EACH CIVILIZATION NEEDS TO MINE ASTEROIDS TO COLLECT THE RESOURCES NECESSARY TO BUILD AND UPGRADE THEIR FLEET TO KEEP THEM ALIVE. HOWEVER, IT WON'T BE LONG UNTIL THEY RUN INTO ANOTHER CIVILIZATION. WILL YOU BE STRONG ENOUGH TO CONQUER THE GALAXY?



**RESOURCES**

- HOME PLANETS
  - STARTING POINT
  - SUPPLIES 1 DARK MATTER EACH TURN
  - ABLE TO HOLD 3 RESOURCES
  - WORTH 2 VICTORY POINTS
- SPACESHIPS
  - USED TO MOVE, ATTACK, CONQUER OTHER PLANETS, AND COLLECT RESOURCES
- RESOURCES TYPES
  - USED TO MOVE, ATTACK, CONQUER OTHER PLANETS, BUILD SHIPS AND UPGRADE

**RESOURCE COST CHART**

	DARK MATTER	CRYSTAL	IRON	TITANIUM	STARDUST	PLATINUM
MOVE	1					
ATTACK	1	1				
BUILD SHIP	1	1	1			
UPGRADE 1					1	
UPGRADE 2			2	1	1	
CONQUER				1	1	1

**CONQUERING**

- HOME PLANETS CAN BE CONQUERED FOR MORE DARK MATTER, VICTORY POINTS, AND STORAGE
- PLAYERS MUST DESTROY EVERY SHIP ON THE PLANET
- SEE CHART ABOVE FOR RESOURCE COST

**COLONIZING**

- THE CENTER PLANET HAS 6 BASES
- BASES HAVE DIFFERENT RESOURCES NEEDED
- SHIPS CAN BE BUILT ON BASES ONCE CONQUERED
- \*DROP ZONES CHANGE LOCATIONS AFTER EACH GAME

**ATTACKING**

- ROLL 1 OR 2 TO SUCCESSFULLY ATTACK

**LEVEL 1**

- GENERAL
- MOVE 1 SPACE PER DARK MATTER
- HOLDS 2 ADDITIONAL RESOURCES

**ATTACKING**

- ROLL 1 OR 2 TO SUCCESSFULLY ATTACK

**LEVEL 2**

- GENERAL
- MOVE 2 SPACE PER DARK MATTER
- HOLDS 2 ADDITIONAL RESOURCES

**ATTACKING**

- ROLL 1,2, OR 3 TO SUCCESSFULLY ATTACK

**LEVEL 3**

- GENERAL
- MOVE 3 SPACE PER DARK MATTER
- HOLDS 2 ADDITIONAL RESOURCES

**ATTACKING**

- ROLL 1,2,3, OR 4 TO SUCCESSFULLY ATTACK

**TRADESHIP**

- USED TO EXCHANGE RESOURCES
- EXPEND ONE DARK MATTER TO ATTACK
- IF SUCCESSFUL
- TAKE TWO RESOURCES FROM OPPONENT
- WIN: EARN ONE BATTLE TOKEN
- DEFEAT: LOSE ONE BATTLE TOKEN

**TRADING**

- PLAYERS, IF ON ADJACENT ASTEROIDS, CAN TRADE RESOURCES FREELY

**AREA 1**

- ASTEROIDS GENERATE ONE RESOURCE EACH
- ASTEROIDS CANNOT BE FOUND IN THIS AREA
- PLATINUM CAN BE FOUND IN THIS AREA
- \*RESOURCES CHANGE LOCATION EVERY GAME

**AREA 2**

- ASTEROIDS CAN GENERATE ONE OR MORE RESOURCES
- PLATINUM CAN BE FOUND IN THIS AREA

**BASE 1**

- 1 CRYSTAL, 1 IRON, 1 PLATINUM, 2 STARDUST, 2 TITANIUM

**BASE 2**

- 1 TITANIUM, 1 PLATINUM, 1 STARDUST, 2 IRON

**BASE 3**

- 1 CRYSTAL, 1 TITANIUM, 1 STARDUST, 1 PLATINUM, 3 IRON

**BASE 4**

- 1 CRYSTAL, 1 IRON, 1 PLATINUM, 1 STARDUST, 3 TITANIUM

**BASE 5**

- 1 CRYSTAL, 1 IRON, 1 TITANIUM, 1 PLATINUM, 3 STARDUST

**BASE 6**

- 1 TITANIUM, 1 IRON, 1 PLATINUM, 1 STARDUST, 3 CRYSTAL