

Inter-Galactic Conquest



Introduction

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?

Players

THIS GAME IS DESIGNED FOR 2-4 OR 6 PLAYERS, AGE 10+. HAVING 5 PLAYERS IS NOT RECOMMENDED.

Contents

-10 "LEVEL 1" SHIPS FOR EACH CIVILIZATION (60 TOTAL):



-10 "LEVEL 2" SHIPS FOR EACH CIVILIZATION (60 TOTAL):



-10 "LEVEL 3" SHIPS FOR EACH CIVILIZATION (60 TOTAL):



- 1 "TRADE SHIP":



- 5 "AREA 1" AND 7 "AREA 2" ASTEROID TOKENS FOR EACH CIVILIZATION:



AREA 1 (30 TOTAL)



AREA 2 (42 TOTAL)

- 6 DECKS OF 30 "RESOURCE CARDS" (180 TOTAL)

- 6 STARTER PLANET CARDS

- 6 COLONIZATION CARDS

- 6 COLONIZATION TILES

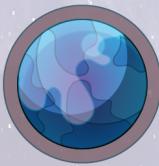
- 30 BATTLE TOKENS (RED STONES)

- 1 GAME BOARD

- 1 SIX-SIDED DIE

Setup

The game board is divided into 6 different color sections, each with a starter planet. The color of the game board reflects the color of the asteroid token that should be placed in that area. For each civilization, the area nearest the starter planet is "Area 1", while the region nearest the shared central planet is "Area 2".



- Separate the resource cards by type and place them next to the game board so they are easily accessible to all players.
- Place all asteroid tokens face down and separate them by color.
- For each color, randomly place the "Area 1" asteroid tokens on the asteroid spaces in the "Area 1" region of game board.
- Place 5 of the "Area 2" tokens on spaces in the "Area 2" region of the board. These should not be placed in the smaller regions where the different galaxies meet.
- Place 1 each of the remaining "Area 2" tokens in the each of the 2 neighboring regions between galaxies. Do not place both in the same neighboring region.

Note to Players: The board is setup symmetrically so that the spaces within an area will be identical, but their placement within the area will not be. Different types and amounts of resources are available in the different regions of the same galaxy (Area 1 vs. Area 2).

- Place the Trade Ship on any one of the six trade ship spaces surrounding the center planet.
- Place the Colonization Tiles on each of the 6 spaces on the center planet.
- Each player should select 1 starting planet and ship color, and take the corresponding "Starter Planet Card". Players may select any planet they wish, but it is recommended to put some distance between each other.
- Each player starts with 3 Level 1 ships, which should be placed on their home planet.
- Players take turns rolling the die. The player who rolls the highest goes first. The player who rolls the lowest is in charge of moving the Trade Ship!

Winning

VARIOUS CONQUESTS OVER THE COURSE OF THE GAME CAN EARN A PLAYER "VICTORY POINTS" WHICH REPRESENT SUCCESS IN CONQUERING THE GALAXY. THE FIRST PLAYER TO REACH 15 VICTORY POINTS IS DECLARED THE WINNER. IF THERE ARE ONLY TWO PLAYERS, THE FIRST TO 20 IS THE WINNER. THE FOLLOWING ARE WORTH VICTORY POINTS:

- CONTROL OF A STARTER PLANET (STARTER PLANET CARDS): 2
- CONTROL OF A COLONY ON THE CENTRAL PLANET (COLONIZATION CARDS): 1
- BATTLE TOKENS: 1

THIS MEANS THAT YOU START WITH 2 VICTORY POINTS!

IF A PLAYER LOSES ALL OF THEIR SHIPS AND IS NOT IN CONTROL OF A STARTER PLANET, THEY LOSE THE GAME. IF AT ANY POINT, ONLY ONE PLAYER REMAINS, THEY ARE THE WINNER (AND NEED NOT ACQUIRE MORE VICTORY POINTS).

IF AT ANY POINT A SINGLE PLAYER HOLDS 4 COLONIZATION CARDS, THEY ARE DECLARED THE WINNER.

On Your Turn

IF YOU ARE THE PLAYER IN CHARGE OF MOVING THE TRADE SHIP (SEE: SETUP), ROLL THE DIE AND ADVANCE THE TRADESHIP CLOCKWISE THAT MANY SPACES.

DURING THE COURSE OF YOUR TURN, YOU HAVE THE OPTION TO MOVE SHIPS YOU OWN, EXPEND YOUR RESOURCES TO PERFORM VARIOUS ACTIONS, OR TRADE WITH OTHERS AND THE TRADE SHIP. THESE ACTIONS MAY BE PERFORMED IN ANY ORDER, AND YOU MAY ALTERNATE BETWEEN DIFFERENT TYPES OF ACTIONS FREELY.

Moving

MOVING AT LIGHTSPEED THROUGHOUT THE GALAXY CONSUMES A GREAT DEAL OF ENERGY. EACH ROUND, YOUR STARTER PLANET IS ABLE TO GENERATE ENOUGH ENERGY TO POWER THE MOVEMENT OR ATTACK FOR A SINGLE SHIP. (NOTE: IF YOU ARE IN CONTROL OF MULTIPLE STARTER PLANETS, YOU GET ONE MOVEMENT OR ATTACK FOR EACH).

THE LEVEL OF THE SHIP YOU CHOOSE TO MOVE DETERMINES HOW MANY SPACES IT CAN TRAVEL IN A SINGLE MOVEMENT. LEVEL 1 SHIPS CAN TRAVEL UP TO 1, LEVEL 2 SHIPS UP TO 2, AND LEVEL 3 SHIPS UP TO 3 SPACES.

- SHIPS MUST MOVE THROUGH THE SAFE REGIONS OF SPACE DENOTED BY THE CONNECTING LINES.
- ONLY ONE SHIP MAY BE ON AN ASTEROID SPACE AT A TIME, BUT IT IS POSSIBLE TO MOVE OVER A SHIP BLOCKING YOUR PATH, PROVIDED YOU ARE LEVEL 2 OR 3.
- YOUR MOVEMENT CANNOT BE SEGMENTED. THIS MEANS THAT YOU CANNOT PARTIALLY MOVE A SHIP, ATTACK, TRADE, OR BUILD, AND THEN FINISH THE MOVEMENT.

MORE MOVEMENT IS POSSIBLE BY EXPENDING RESOURCES (SEE: RESOURCES).

Attacking

AS PREVIOUSLY MENTIONED, EACH ROUND, YOUR STARTER PLANET IS ABLE TO GENERATE ENOUGH ENERGY TO POWER THE MOVEMENT OR ATTACK FOR A SINGLE SHIP. ATTACKING MORE IS POSSIBLE BY EXPENDING CERTAIN RESOURCES.

IN ORDER TO ATTACK ANOTHER SHIP, YOUR SHIP MUST BE ON A CONNECTING SPACE. DECLARE WHICH SHIP YOU ARE ATTACKING AND ROLL THE DIE. HIGHER LEVEL SHIPS HAVE A GREATER CHANCE OF DESTROYING THE OPPONENT:

- LEVEL 1 SHIPS WIN AN ATTACK WITH A 1 OR 2.
- LEVEL 2 SHIPS WIN AN ATTACK WITH A 1, 2, OR 3.
- LEVEL 3 SHIPS WIN AN ATTACK WITH A 1, 2, 3, OR 4.

IF YOUR ATTACK IS SUCCESSFUL:

- THE OPPONENT'S SHIP IS DESTROYED AND REMOVED FROM THE BOARD.
- TAKE 2 RESOURCE CARDS FROM THE DEFEATED PLAYER'S HAND.
- GAIN 1 BATTLE TOKEN. IF THE DEFATED PLAYER HAS BATTLE TOKENS, THEY LOSE 1.



Trading

Trading with players:

TRADES BETWEEN PLAYERS ARE NEGOTIATED BETWEEN THOSE INVOLVED IN THE TRADE. YOU HAVE THE OPTION TO TRADE WITH ANY PLAYER THAT HAS A SHIP ON A CONNECTING SPACE. THE PLAYER WHOSE TURN IT IS SHOULD REQUEST AN AMOUNT OF A SPECIFIC RESOURCE IN EXCHANGE FOR ANY NUMBER OF RESOURCES THEY CURRENTLY HOLD, AND NEGOTIATIONS CAN PROCEED FROM THERE.

Trading with the Trade Ship:

PLAYERS MAY TRADE WITH THE TRADE SHIP IF THEY ARE ON A CONNECTING SPACE. THE TRADE SHIP WILL ACCEPT 3 OF ANY RESOURCE IN EXCHANGE FOR 1 RESOURCE OF THE PLAYERS CHOICE.

- THE 3 RESOURCES THE PLAYER PICKS NEED NOT BE THE SAME
- DUE TO RARITY, THE TRADE SHIP CANNOT PROVIDE DARK MATTER

Colonizing

IF ONE OF YOUR SHIPS IS ON A SPACE THAT CONNECTS TO A STARTER PLANET OR THE CENTRAL PLANET, YOU HAVE THE OPTION TO COLONIZE THAT TERRITORY BY EXPENDING RESOURCES (SEE: RESOURCES).

- YOU MAY ONLY COLONIZE THESE SPACES IF NO SHIP REMAINS ON THEM. IF THERE ARE SHIPS ON THE SPACE, THEY MUST BE DEFEATED FIRST.
- WHEN YOU EXPEND THE RESOURCES TO COLONIZE AN AREA, TAKE THE CARD THAT REPRESENTS THAT TERRITORY.
- IF YOU CONQUERED ANOTHER STARTER PLANET, YOU CANNOT USE ITS ENERGY THIS TURN.

Ending Your Turn

YOUR TURN ENDS BY COLLECTING THE RESOURCES CORRESPONDING TO THE ASTEROID TOKENS THAT YOUR CURRENT SHIPS ARE ON.

- FLIP OVER ANY UNREVEALED ASTEROID TOKENS THAT YOU ARE CURRENTLY ON
- COLLECT THE RESOURCE(S) CARDS INDICATED ON THE TOKEN FOR EACH SPACE THAT YOU OCCUPY.

DUE TO TRADE REGULATIONS, YOU CAN ONLY CARRY A LIMITED NUMBER OF RESOURCES AT A TIME. THE TOTAL NUMBER YOU MAY CARRY IS DETERMINED BY THE SIZE OF YOUR FLEET AND HOW MANY STARTER PLANETS YOU CONTROL.

- STARTER PLANETS: +3 HELD RESOURCES
- SHIPS: +2 HELD RESOURCES

IF AT ANY POINT AFTER YOUR TURN ENDS AND BEFORE YOUR NEXT TURN BEGINS, A PLAYER CORRECTLY SUSPECTS THAT YOU ARE SMUGGLING ADDITIONAL RESOURCES (HOLDING MORE THAN ALLOWED), YOU MUST DISCARD HALF OF YOUR HAND, ROUNDED UP.

AT THE START OF THE GAME, PLAYERS WILL BE ALLOWED TO HOLD 9 RESOURCES SINCE THEY HAVE 1 STARTER PLANET AND 3 SHIPS.

WHEN YOUR TURN ENDS, PLAY CONTINUES CLOCKWISE.

Resources

COLLECTING AND EXPENDING RESOURCES TO CONQUER THE GALAXY IS THE HEART OF INTER-GALACTIC CONQUEST. THERE ARE SIX RESOURCES TO BE FOUND MINING ASTEROIDS:



DARK MATTER



PLATINUM



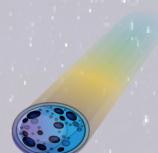
TITANIUM



IRON



SPACE CRYSTAL



STARDUST

THE RESOURCES ARE SCATTERED THROUGHOUT THE GALAXY. IT IS UP TO PLAYERS TO DISCOVER WHERE THEY ARE HIDING AND HOW TO BEST USE THEM!

Resource Costs

*TO EXPEND A RESOURCE, RETURN IT TO THE APPROPRIATE RESOURCE DECK.

Additional Movement



Build A Ship



Upgrade A Ship To Level 2



Additional Attack



Colonize A Starter Planet



Upgrade A Ship To Level 3



- NEWLY BUILT SHIPS MAY START ON ANY STARTER PLANET THE PLAYER IS IN CONTROL OF.
- SHIPS ARE UPGRADED IN PLACE. SIMPLY REPLACE THE PIECE CURRENTLY ON THE BOARD.
- A SHIP MUST BE UPGRADED TO LEVEL 2 BEFORE IT CAN BE UPGRADED TO LEVEL 3.

THE SPACES ON THE CENTRAL PLANET MAY ALSO BE COLONIZED. THE COSTS ARE AS FOLLOWS:

Base 1



Base 2



Base 3



Base 4



Base 5



Base 6



- IT IS POSSIBLE TO COLONIZE A BASE ANOTHER PLAYER OWNS, SO LONG AS THERE ARE NO SHIPS ON IT.
- YOU MAY NOT MOVE YOUR SHIPS ON TO A BASE THAT YOU DO NOT OWN.
- AFTER COLONIZING A BASE, YOU SHOULD TAKE THE APPROPRIATE COLONIZATION CARD.