GALACTIC TAKEOVER

USER MANUAL

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INTRODUCTION

It is a Galactic Takeover! It's the battle of aliens who are looking to conquer Planet X and its moon. No mercy. Who will come out as the conqueror of Planet X and its moon?

Throughout the galactic conquest the player tries to collect as many power cards as they can while also keeping their health in check by not letting it go down to ZERO. The Alien must conquer, protect, heal, and power up in order to succeed in becoming the ruler of the Galaxy.

The Galactic Takeover is our take on King of Tokyo by Richard Garfield. We decided that this board game needed a mobile app version, where people can play it anywhere, anytime. We believe with change of settings, we have made the game a bit more interesting and fun!
Hope you enjoy!

CHAPTER 1: PREFACE

Please read the preface before playing Galactic Takeover.
The following safety instructions serve as a warning for the possible risks associated with playing this game. Specific warnings and cautions will be included throughout the user manual. Please read carefully.

Read the following safety instructions for better game execution by avoiding potential damage and ensuring your safety and your devices' safety.

Precaution for Game Operation
RJJM Inc. assumes no liability for injuries or hostility incurred while playing our games.

Safety:
In order to avoid an electrical shock, make sure that the charging cord is not damaged.
Before connecting the device to an outlet, verify that the voltage is correct in order to avoid fires or electric shock.

Suggestions for Best Performance:
iPhone: The newer versions of the iPhones will have a better overall performance. We suggest iPhone 7 and new iPhones.
Internet: The internet connection will determine how fast Galactic Takeover will perform.
iOS: The latest iOS will provide more secure network and may also increase performance.

CHAPTER 2: SYSTEM REQUIREMENTS

Minimum System Requirements
- iOS: must be running at least iOS 13 or above
- Memory: 2 GB of available storage on device
- Internet Connection
- No internet is required for the execution of this game

CHAPTER 3: INSTALLATION

How to Install:
- Go the the App Store.
- Search "Galactic Takeover."
- Press "Get."
- Use Face ID by double clicking the home button or manually enter password.
- Wait for the game to download.
- Enjoy!

CHAPTER 4: GAME FEATURES

Hardware Features:
- Multi-Touch screen
- Adjustable screen brightness and sound
- Multiple Player Game

CHAPTER 5: STARTING A GAME

Main Menu

- The Main Menu appears after the Title Screen has finished loading. The following options are provided:

PLAY GAME

- Tap here to begin game execution

SETTINGS

- Tap here to edit volume controls, read credit description, and adjust brightness

Additional Content

- Once PLAY GAME has been selected, user will select player amount
- There will be between 2 and 6 players
- Each player will select their alien that will represent them in the galactic conquest

SELECT PLAYER

- Each player is represented by an alien

START GAME

- Depending on the amount of players, the map will load

2-4 Players

- Planet X

4-6 Players

- Planet X and Moon

Refer to **Chapter 6** to follow game rules and enjoy your galactic conquest!

CHAPTER 6: GAMEPLAY

Victory Points of Game:

- First, the number of players will be selected. If there are less than five players, the game will only be played to takeover Planet X. Otherwise, if there are five to six players, the game will also be played with Planet X's Moon.-
- Each player will then select their characters.
- Gameplay will then be initiated.
- Each player Victory Points with 10 health points and zero Victory Points.

Turn Overview

Roll Dice

- On your turn you can roll the dice up to 3 times. You can stop rolling at any time.

Resolve Dice

- You may resolve the dice in any order but you must resolve all of them.
- If you roll a three of a kind, gain that number of Victory Points. One extra Victory Point for each same number rolled.
- For each alien ray gun rolled, deal one damage to every alien not in your location.
- For each ray beam, gain one energy.
- For every heart, heal one health up to a max of ten. (except if you're on Planet X, you cannot heal)

CHAPTER 6: GAMEPLAY CONT

Enter Planet X
- Planet X can only hold one alien at a time.
- If no one is on the planet, you must enter and place your creature on Planet X. You will gain one Victory Point.

Enter Planet X's Moon (5-6 players only)
- Planet X's moon can only hold one alien at a time.
- If a player is on Planet X and no one is on the Planet X's Moon, you must enter and place your creature on Planet X's Moon. You will gain one Victory Point.

Stay an Entire Round on Planet X or the Moon
- If you remain on either Planet X or the Moon until the beginning of your next turn, you will receive two more Victory Points.

Leave Planet X or the Moon
- You can only choose to exit Planet X or the Moon if you are attacked

Buy Power Cards
- Three cards will be displayed from the deck.
- Cards cost a certain amount of energy.
- Cards can be used, then discarded. Or kept, for ongoing effect.
- If you do not like any of the power cards displayed, you can spend two energy to discard all three cards and have three new cards shown

CHAPTER 6: GAMEPLAY CONT

End of turn

- Once you are done, pass the device onto the next player.

Player Elimination

- A player will be eliminated once they have zero health points.

End of game

- The game ends at the end of a round when a creature reaches 20 Victory Points or if only one creature remains.
- The creature who reaches 20 Victory Points or is the last survivor is crowned Ruler of the Galaxy!

CHAPTER 7: RESOURCES

Artistic Resources

- Freepik.com was utilized throughout the creation of this game and manipulated to correspond with Galactic Take-over's theme
- Adobe Illustrator was utilized for the customization of characters and all art utilized in the gameplay

Disclaimer

- Any components of the game that resemble that of any other game is completely coincidental and not at all done intentionally.

Legal Team

- RJJM Inc. has no legal team at the moment. Please refrain from taking legal action against students.