

# TINY EPIC GALAXIES

A MICROGAME OF GALACTIC CONQUEST  
BY SCOTT ALMES  
2-4 PLAYERS, 30 MINUTES

## Objective

Galactic empires are competing to colonize newly discovered planets. Earn victory points by colonizing planets and increasing your galaxies' level. Whoever has the most victory points at the end of the game wins!

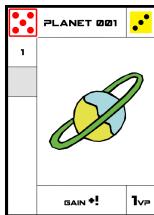
## Components

- 4 Home Galaxy cards

4	5	6	7	Dice	Ships	Cost	VPs
3				7	4	6	8
2				6	4	5	5
1				6	3	4	3
				5	3	3	2
				5	2	2	1
				4	2	x	0

  
■ = Energy/Reroll  
■ = Culture/Follow  
■ = Colony Actions  
Spend X Energy/Culture to upgrade your Galaxy

- 24 Planet cards



- 7 Action dice (red)



- 1 Control Card
- 16 Ships (4 each in 4 colors)
- 4 Empire dice  (1 on top)
- 4 Culture dice  (3 on top)
- 4 Energy dice  (2 on top)

## Game Set-Up

1. Give each player a Home galaxy card. Place the others back into the box.
2. Give each player 4 Ships, 1 Culture die , 1 Energy die , and 1 Empire die .
3. Players start the game with 2 ships on their home galaxy. The other two are set aside.
4. Players keep track of their culture and energy levels by placing the corresponding die on the track around their home galaxy. Start the game with 1 culture and 2 energy.
5. Players keep track of their galaxy level by using the Empire die on the chart on their Home galaxy card. Start the game at the "x" spot on the cost column, this is level 1.
6. Shuffle the deck of Planet cards. Draw 2 more than the number of players and place each one face up in the center of the table. (For example, in a 3 player game, you would place 5 planets in the center.) These are newly discovered planets, ready for colonization.
7. Place the Control Card in the center of the table. Set the action dice near the Control Card.

## Gameplay

Players take turns going clockwise until one player reaches 21 victory points. Play will continue back to the starting player (who will not take another turn). The player who most recently finished a science fiction book goes first.

## On Your Turn

Refer to the chart on your home galaxy card. Take the number of action dice specified for your empire's influence level, and roll them.

### Activating Die / Control Card

Activate the action die you wish to use in succession by placing them on the Control Card (to show that it has been activated) and completing the action shown on their die face. They can be activated in any order you wish, one at a time, but a die cannot be activated more than once in a turn. After you activate a die, there is a brief moment when other players may copy your action (See: Using Culture).

### Re-rolling Dice

At any point during your turn, you may re-roll any number of your action dice that have not yet been activated. The first re-roll is free; thereafter, each re-roll costs 1 energy. You do not have to activate all of your action dice.

### Actions from Dice

Each action die face represents a unique action. They are:



#### Move

Move one of your ships from its current planet to another planet. When arriving at a planet, a ship can do one of two things:

##### 1) Land on the Planet's Surface

If you land a ship on a planet's surface, you immediately get to perform the action listed at the bottom of the card.

##### 2) Orbit the Planet and Prepare To Colonize

If you choose to orbit the planet, place your ship on the starting position of the card's colonization track. The symbol at the end of the track, its influence number, determines which action die number will allow you to move the ship further along the track: Diplomacy  or Economy . The first player to reach the end of the track (onto the influence number) will colonize the planet.

More general movement rules:

- When you move, you must switch planets. You cannot move from the surface to the colonization track on the same planet, nor vice versa.
- On the colonization track, multiple players may have a ship on the same space.
- You can only have one ship per colonization track.
- Players cannot land more than 1 of their ships on the same planet surface, other than their home galaxy.
- Multiple players may land on the same planet surface.
- If at any point during the game your ship becomes displaced, it is returned to your home galaxy.



## Energy

Gain 1 energy  for each ship you have on an energy planet (either on the colonization track or on the planet's surface). You cannot have more than 7 energy.



## Culture

Gain 1 culture  for each ship you have on a culture planet (either on the colonization track or on the planet's surface). You cannot have more than 7 culture.



## Diplomacy

For one of your ships on a colonization track ending with the  symbol, advance the ship to the next space. If you reach the end of the track, the influence number, you have colonized the planet. All ships on the card are returned to their owner's home galaxy. Take the planet card and slide it under your home galaxy card so that the action and victory points are still visible. That action is now available whenever you activate a Colony die. Announce your new victory point total. A new planet card is drawn immediately to replace the colonized planet.



## Economy

This is identical to the Diplomacy action except that it applies to colonization tracks ending with the  symbol.



## Colony

Activating a colony die allows you to perform any one action from your colonized planets.

### **Default Colony Action: Upgrade your Galaxy**

All home galaxies start with the colony action "Upgrade your Galaxy." To upgrade your galaxy, spend the amount of energy  or culture  of the next level's "cost" listed on the cost chart on your home galaxy. This cost must be paid entirely in energy or entirely in culture; they cannot be combined. (For example, to move to the third space, Influence 3, you need to spend either 3 energy or 3 culture.) Increasing your empire's influence increases your victory points. Announce your new victory point total.

Depending on the level, you will also gain a ship or another action die. If you gain a ship, immediately place it on your home galaxy. If you gain another action die, it will be available to you at the start of your next turn.

### **Using the Converter**

The converter is used to turn an action die to a face of the player's choice. To use the convert, place any two dice into the two slots in the converter, then change the face of another die to the face of your choice. The dice in the converter slots cannot be used by the active player, nor can they be followed by another player (See: Using Culture).

### **Finishing Your Turn**

Once you have activated all of your action dice, your turn is over. Players have a chance to follow the last die. Then, play passes to the next player in the clockwise direction.

## **On Another Player's Turn**

### **Using Culture to Follow**

After a player has locked an action die, each player has a brief moment to decide whether they want to follow that action. To follow, a player must spend a culture  and then they get to copy that die's action. Each die can only be followed once per player. Any timing disputes should be resolved by the players following clockwise, starting from the player to the left of the active player.

## **Winning**

Once a player reaches 21 points, the end of the game is triggered. After that occurs, continue play until it gets back to the starting player (who does not take another turn). The player with the most points wins! Ties are broken first by number of planets colonized, then by level of galaxy, if still tied, total number of combined resources is the final tie breaker.

# CONTROL CARD

## ACTIVATION BAY

1	2	3	4	5	6	7
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LOCK IN A DIE TO TAKE THE ACTION

## CONVERTER

X	X
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- MOVE SHIP
- HARVEST ENERGY
- HARVEST CULTURE
- ADVANCE DIPLOMACY
- ADVANCE ECONOMY
- ACTIVATE COLONY

SPEND 2 UN-LOCKED DICE TO CHANGE  
1 UN-LOCKED DIE TO THE FACE OF YOUR  
CHOICE. DICE PLACED HERE CANNOT BE  
FOLLOWED BY OTHER PLAYERS

## LEGEND

X	X
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- MOVE SHIP
- HARVEST ENERGY
- HARVEST CULTURE
- ADVANCE DIPLOMACY
- ADVANCE ECONOMY
- ACTIVATE COLONY



A Galactic MicroGame by Scott Almes • 2-4 Players • 30 Min.

In addition to the rules, you will need the following components:

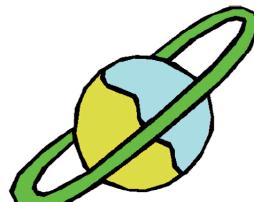
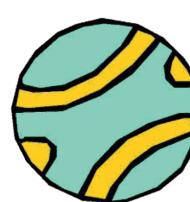
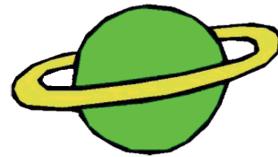
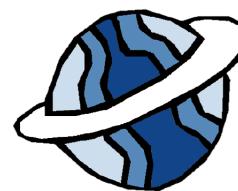
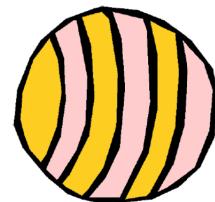
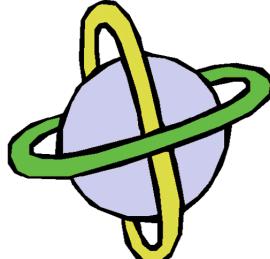
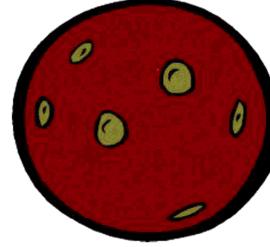
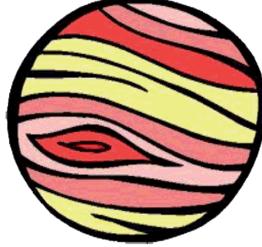
- 16 Space Ships (4 in each player color)
- 4 Cubes (1 in each player color)
- 4 Discs (1 in each player color)
- 4 Columns (1 in each player color)
- 7 Six-Sided Dice (blank)

	4	5	6	7	Dice	Ships	Cost	VPs	4	5	6	7	Dice	Ships	Cost	VPs	
3					●	7	4	8	3				●	7	4	6	8
2					●	6	4	5	5				●	6	4	5	5
1					●	6	3	4	3				●	6	3	4	3
					●	5	3	3	2				●	5	3	3	2
					●	5	2	2	1				●	5	2	2	1
					●	4	2	x	0				●	4	2	x	0

- = Energy/Reroll
- = Culture/Follow
- Colony Actions ↓
- Spend X Energy/X Culture to upgrade your Galaxy

	4	5	6	7	Dice	Ships	Cost	VPs					
3					7	4	6	8	3	2	1	0	
2					6	4	5	5	5	4	3	2	
1					6	3	4	3	2				
					5	3	3	2					
					5	3	4	4	6	8	5	2	1
					6	4	5	5	5	4	5	5	
					6	3	4	3	2				
					5	3	3	2					
					5	2	2	1					
					4	2	x	0					
					4	2	x	0					

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	PLANET 001			PLANET 002			PLANET 003	
1			1			1		
								
	GAIN +  1VP			GAIN +  1VP			GAIN 1 ENERGY 1VP	
	PLANET 004			PLANET 005			PLANET 006	
1			1			1		
								
	REGRESS 1 ENEMY SHIP BY 1  1VP			GAIN 1 CULTURE 1VP			REGRESS 1 ENEMY SHIP BY 1  1VP	
	PLANET 007			PLANET 008			PLANET 009	
2			2			2		
1			1			1		
								
	SPEND 1 ENERGY TO HARVEST 2 CULTURE 2VP			STEAL A CULTURE FROM ANOTHER PLAYER ONLY ONCE/TURN 2VP			GAIN +2 ENERGY 2VP	

 PLANET 010 	 PLANET 011 	 PLANET 012 
2 1   REROLL YOUR REMAINING DICE SET ASIDE THE ONE USED FOR THIS ACTION	3 2 1   SPEND 2 ENERGY TO GAIN 2 	3 2 1   CONVERT ANY # OF ENERGY INTO CULTURE
 PLANET 013 	 PLANET 014 	 PLANET 015 
3 2 1   SPEND 2 CULTURE TO GAIN 2 	3 2 1   CONVERT ANY # OF CULTURE INTO ENERGY	4 3 2 1   IGNORE 3 UNLOCKED DICE, ADVANCE A SHIP +2
 PLANET 016 	 PLANET 017 	 PLANET 018 
4 3 2 1   IGNORE 2 UNLOCKED DICE, GAIN 2 ENERGY AND 2 CULTURE	4 3 2 1   DISPLACE 1 ENEMY SHIP, SPEND CULTURE = SHIP'S COLONIZING LEVEL	4 3 2 1   GAIN 2 CULTURE, ALL OTHER PLAYERS GAIN 1 CULTURE

	PLANET 019			PLANET 020			PLANET 021	
5			5			5		
4			4			4		
3			3			3		
2			2			2		
1			1			1		
	SET 1 UNLOCKED DIE TO THE FACE OF YOUR CHOICE	<b>7 VP</b>		ADVANCE A SHIP +1 ON ANY COLONY TRACK	<b>7 VP</b>		OTHER PLAYERS CANNOT FOLLOW YOUR LOCKED DICE ON THIS TURN	<b>7 VP</b>
	PLANET 022			PLANET 023			PLANET 024	
5			5			5		
4			4			4		
3			3			3		
2			2			2		
1			1			1		
	REPEAT THE ACTION ON AN ALREADY LOCKED DIE	<b>7 VP</b>		GAIN CULTURE EQUAL TO THE # OF SHIPS ON YOUR HOME PLANET	<b>7 VP</b>		MOVE 1 OF YOUR SHIPS TO ANOTHER COLONY TRACK AT EQUAL LEVEL	<b>7 VP</b>