GALACTZY

A game by Giandomenico Martorelli

NUMBER OF PLAYERS	1 - 4
RECOMMENDED AGE	10+ years
PLAYING TIME (basic game)	20 min. per player
PLAYING TIME (advanced game)	30 min. per player
MECHANICS	dice management, push-your-luck

Contents

- 1 rulebook
- 1 gameboard (double-face, **basic** and **advanced**)
- 4 pawns (blue, red, violet, white)
- 7 four-sided dice (d4)
- 7 six-sided dice (d6)
- 7 eight-sided dice (d8)
- 4 scorecards

- First player marker
- 11 Cosmic Events cards
- 20 marbles (Eons)
- 48 white cubes (indicators)
- 8 disks (2 blue, 2 red, 2 violet, 2 white)
- 15 "100 VP" tokens

Introduction

In **Galactzy** you are a space explorer who has the power to move throughout cosmos. A space explorer can move between galaxies through sequences of numbers, reaching stellar objects. During their turn each player rolls the dice that will create a Figure or a precious Code that allow the space travelling. Selecting the results of the dice, the player will earn Victory Points, in order to became the bravest space traveller of that time. But pay attention: if you search too deep in the cosmos, you will face unknown challenges: space storms, dimensional portals and galactic phenomena.

To have an idea of the game you can use the quickstart page, that allows you to jump directly into the game without reading the rulebook. You can play the quickstart in a few minutes.
*The complete game has two versions: **basic** and **advanced**. It is recommended to play the basic version before the advanced one.*

Setup

● Place the gameboard at the center of the table. The side of the gameboard depends on the version you are playing (basic or advanced).
● Each player takes: a scorecard, a pawn of the desired color, two disks of the corresponding color and 3 marbles (Eons).
● Every player throws an 8-sided die: who obtains the highest result takes the First Player marker. In case of tie, re-roll the die.
● Each player chooses a number between 1 and 8. This number will be their "Lucky Number". Put a cube on the scorecard in the box corresponding to the chosen number.
● Starting from the First Player and proceeding in clockwise order, each player selects a Galaxy, choosing one among the four galaxies at the corners of the gameboard. Then, put their pawn on that Galaxy. It is not possible to choose a Galaxy if it has already been chosen by another player.
● Each player one of the disks of their colour on the "0" box at the edge of the gameboard. That box indicates that every player starts with 0 Victory Points. The other disk is put in front of the player, it will be used during the game.
● Create a pile on the side of the gameboard with cubes and "100 VP" tokens.
● Each player put a cube on their scorecard in the line corresponding to the Galaxy they are starting the game. If you are playing the basic game, every player put a cube on the Phantom Galaxy too.

1. The Eras

The basic game lasts 10 rounds, called Eras, while there are 11 in the advanced game: during each Era, each player will take one turn and will throw dice to achieve Victory Points. At the end of the game, the winner is the player who obtains the highest score (indicated by Victory Points).

The turn

The turn indicates the part of the game while a player is acting. There are as many turns in an Era as the number of players in the game. The first turn is taken by the player who has the First Player marker, then the second player can play their turn and so on in clockwise order until the last player. At the beginning of every new Era the First player marker goes to the person on the left of the First Player. Each turn is divided in two phases.

Phase 1: the Sequence

During the first phase the player throws six dice, in any combination of d4, d6 and d8. The aim of throwing dice is to achieve combinations, represented by Figures, Codes or the Chance. During each turn, the player can roll the dice up to three times: this is called a sequence. Every throw of the sequence initiates a sub-phase of it. This means that a sequence can have 1, 2 or 3 sub-phases. After the throw, a player can choose to stop or to throw again. If they decide to stop, the first phase ends and the player proceeds with the second.
The first roll of dice is mandatory. After it, if the player wishes to continue, they can choose any number of dice to keep. In that case, the kept dice will stay on the table without moving or turning them. Then, they can re-throw any number of dice. If they choose to throw again a die, they can change its type (d4, d6 or d8).
This process can be repeated up to two times per turn, for a total of three dice throws.

Example of a Sequence
The player chooses to roll 2d4 + 2d6 + 2d8, for a total of six dice. He obtains 2, 2, 3, 5, 6, 8. Then he chooses to throw again three dice (2d6 and 1d8, corresponding at the results 3, 5, 6), throwing 3d8 instead. He obtains 4, 4, 8. He decides to throw again the two 4 (without changing the type of die). When he rolls the dice for the third time, he obtains 1 and 8. He keeps the 8, obtaining a total of 1, 2, 2, 8, 8, 8. Full house of eights!

Hint: using d4 increases the probability to realize the Figures, at the cost of realizing less powerful ones. To realize a Code, is necessary to obtain at least one 7 or 8.

Phase 2: the score

During this phase, the player has to decide how assign the results of the dice obtained during phase 1. They have to show to opponent(s) how the score has been assigned, putting the dice in front of them. The combination of dice can achieve a **Figure**, a **Code** or **the Chance**.

2. The Figures

A Figure is a combination of recurring scores on dice. For example, a Full House is composed by 2 identical numbers + 3 identical numbers different from the first ones. The players should aim to obtain all the Figures, because each one gives Victory Points.

Full House: 2 identical numbers + 3 identical numbers. Example: 1, 1, 1, 4, 4.

Double Full: 3 identical numbers + 3 identical numbers. Example: 2, 2, 2, 6, 6, 6.

Straight Flush: five numbers in progressive succession. Example: 1, 2, 3, 4, 5.

Royal Flush: six numbers in progressive succession. Example: 2, 3, 4, 5, 6, 7.

Five of a Kind: five identical numbers. Example: 5, 5, 5, 5, 5.

Galactzy: six identical numbers. Example: 6, 6, 6, 6, 6, 6.

FIGURE	EXAMPLE	SCORE *
Full House	22 555	15
Double Full	333 777	20
Straight Flush	1 2 3 4 5	15
Royal Flush	3 4 5 6 7 8	20
Five of a Kind	6 6 6 6 6	20
Galactzy	3 3 3 3 3 3	25

*Add to the score the maximum result of the Figure. For example, if your Figure is a Full House (1,1, 555) add 5 to the score.
When a Figure is obtained, that player must put a cube on their scorecard on the same line of that Figure.

3. The Codes

A Code is obtained when the dice show exactly the result of a pre-determined combination. The most important Codes in the game correspond to the Galaxies at the corners of the gameboard. When a player obtains a Code for another Galaxy, they must move their pawn there, even if they already have that Code. When a player achieves a Code, they gain 25 VP + 1 Eon. The Codes are:

CODE	COMBINATION	SCORE
Pearl Galaxy	2, 2, 4, 4, 6, 8	25 + 1 Eon
Crystal Spiral	1, 1, 1, 3, 4, 7	25 + 1 Eon
Entropic Tunnel	1, 3, 3, 5, 5, 7	25 + 1 Eon
Distorted nebula	2, 2, 3, 5, 5, 8	25 + 1 Eon

When a Code is obtained, that player has to put a cube on their scorecard corresponding to that Code. If a player obtains a Code that they already have, they don't earn any Victory Points and Eon, but they will move to that galaxy anyway and this may trigger a **fight** (read below).

4. The Chance

Once per game, at the end of the sequence phase, the player can decide to sum the result of all dice, signing it in the box "Chance" of his scorecard. During a Chance the result of the Lucky Number is never summed and cannot be applied any bonus.
They can obtain the Chance even if the dice show a Figure or Code.
When the Chance is obtained, that player has to put a cube on their scorecard corresponding to it.

5. Cancelling

When a player doesn't obtain any combination, they must cancel a Figure, Code or the Chance on their scorecard. That combination will not be achieved anymore by that player in that game, and it will result in 0 Victory Points at the end of the game.
To cancel, put a cube on the scorecard corresponding to a Figure, Code or the Chance.

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6. The Scores

During the second part of each turn the player must put a cube on a combination in their scorecard. The player can choose to assign the result of dice to any remaining (not cancelled) Figure or Code. Add the following Modifiers to the results:
If the player stops the sequence at the first roll and they obtain a Figure or a Code, add +5 to score. If the player stops at the second throw, obtaining a Figure or Code, add +2 score.

If there is one or more dice **not included in the combination** that features the Lucky Number, add that number to the score. The Lucky Number can be obtained only once per sequence.
When a Figure is obtained, you have to add the highest result of any dice of that Figure.

Examples:
- You obtained a "**Straight flush**" by achieving the following results: 2, 3, 4, 5, 6 at the first roll. This figure will grant you 15 points + 6 because is the highest number among the dice forming that Figure. Due that you obtained them at the first roll, add 5 points, for a total of 26 Victory Points.
- You obtained a "**Galactzy**" by achieving 3 on six dice at the second roll. This will grant you 25 points + 3 because is the highest number among the dice forming that Figure. Due that you obtained the, at the second roll, add 2 points, for a total of 30 Victory Points.

The scorecard

On the scorecard, every player must indicate, at the end of the second phase of every turn, the Figure, Code or Chance obtained. At the end of every turn a cube must be put on a line.
In case the player didn't obtain any Figure, Code or Chance, they must cancel one by putting a cube on a line at their choice. A cancelled score results in 0 Victory Points, so it is ideal to not cancel any.

Counting the Victory Points

Every player has a disk of their corresponding colour, which at the end of the game starts on the "0" box at the edge of the gameboard.
Every time a player obtains Victory Points, they immediately move their marker on the corresponding number adding to the previously achieved VP. That score will indicate the total of Victory Points they have achieved in that game up to that moment.
When the Victory Points will go over 99, the player takes a "100 VP" token and put it in front of them. It represents 100 Victory Points and a player can obtain any number of them. The other players can look at the 100 VP disks of every player to know how many VP they have.

7. The Eons

Each player starts with three Eons. An Eon is a precious resource that can be used to influence the result of a die or a sequence.
When a player uses 1 Eon, they can choose one the following advantages:
1) Re-roll a die. You can re-roll any of the dice you have just thrown. This must be declared as soon as the die is thrown. You can re-roll a die any number of times by spending an Eon each time.
2) Rolling 7 dice. This can be declared at

the start of every sub-phase of the sequence. In this sequence you can roll 7 dice instead of 6. If you spent this Eon, you can roll one die more in every following sub-phase of the sequence. If you spent one Eon more, you can throw 8 dice instead of 7, if available.

3) Modify a die. You can add or subtract 1 point to the result of a die. For example, you can decide that a 6 on a d6 is a 5 instead. When you do so, you have to physically move the face of the die on the chosen number. You can spend other Eons to add or subtract 1 point from the same die.

At the end of the game, every player obtains 5 Victory Point for every Eon they have.

8. The fight

When a player obtains a Code, they must move their pawn in the Galaxy corresponding to the Code. If there is another player, a **fight** takes place. A fight is a battle among **every player on that galaxy**, where they throw a sequence trying to obtain the maximum score. The first one is the player who arrived in the Galaxy, then the others proceeding in turn's order. Every player in the Galaxy throws a complete sequence, trying to obtain a Figure. When all fighters finished with their sequence, the player who obtained the highest score wins. In order to calculate the score, each player can consider the Lucky Number and the other Modifiers.

After a player has completer their fight sequence, they put a disk of their colour on the corresponding number at the edge of the gameboard. To distinguish it from the Victory Points achieved, the disk must be put outside the box parallel to the number (see image).

The player who obtains the highest score can freely take 1 Eon from every opponent, and gains 5 VP for each of them.

Escaping from a fight

If during a fight a player obtains a Code different from their current Galaxy, they can immediately **escape** the fight; in that case they do not obtain the Code of that Galaxy, but they gain 1 Eon and abandon the current fight. If other players are in that new Galaxy, no new fight starts.

If a player remains alone in a galaxy during a fight, the fight stops and there are no consequences to it.

9. End of the game

When all players have finished their 10th turn (11th in the advanced game), the game ends. Every

player might have, at this point, obtained or cancelled every Figure and Code on their scorecard.

Then the players sum all the VP they have, adding 5 VP for every Eon.

The player with the highest score is the winner of the game!

In the case two or more players have the same score, the winner is the player who has acquired more Codes. In case they have the same score and have acquired the same number of Codes, they must fight immediately: the player who wins the fight, wins the game.

Usually, the final score ranges from 150 to 350 points.

10. Advanced game

We suggest to play the advanced game only when you practised the basic. The advanced game is a more complex experience of probabilities and combinations, adding the cards who will bring more variety between Eras

The Events cards

As part of the Setup for the advanced game, take the Events cards, shuffle them and put the deck on the side of the gameboard **face-up**.

At the end of every turn, the revealed card on top will trigger automatically.

After the resolution of the effect, the card will be discarded face down on the side of the deck.

During every Era, the players will know which Event will be played at the end of it because the card is face-up.

The Events card are of two types: Storm and Challenge cards.

Storm cards

There are 5 Storm cards in the deck, each one is related to a specific Galaxy. All the players in that Galaxy, starting in game's order, must try to obtain the Code indicated on the card. If the Storm card for the Phantom Galaxy is revealed before that code is obtained, the card is put on the bottom of the deck and the next card is played.

Challenge cards

Some cards are a challenge that must be resolved separately. This challenge is a Code formed by 3 or 4 numbers, depending on the order of the player who try to solve it.

The First Player starts resolving the sequence by throwing 6 dice. The player can choose which kind of dice to throw as usual, in any combination of D4, D6 and D8.

The Code to resolve depends on the player's pawn colour, as indicated on the card.

After the First Player, the player at their left continues to play until every player has completed their sequence. Each player is allowed to perform an entire sequence (up to three rolls) and they must roll at least one
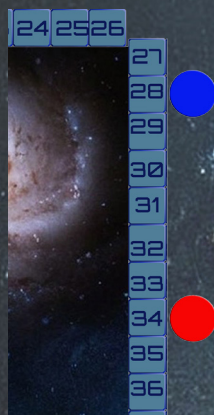
time. When a die shows a number included in the combination, the player must take the die and put it on the corresponding number of the card. That die cannot be re-rolled or modified.
Remember: the maximum number of dice in play is limited by the dice in the box. If a die is on a card it can't be taken for the next sequences during the resolution of that card.
During a challenge, Eons can be spent normally.
No extra points are gained during a challenge due to Modifiers or Lucky Number.
If the Code on the card is obtained, the player gains a benefit indicated on the card. Otherwise, the card will indicate a penalty for the player who didn't solve the Code.

Effect of Galaxies

In the advanced game every Galaxy has its own peculiar effect. Players who have their pawn in that galaxy can always use it. The effect of a Galaxy can be exploited only once per sequence per player. This means that a player can use the effect of a Galaxy:
- **Once during the sequence of the first phase of a turn.**
- **Once during the sequence of a fight.**
- **Once during the sequence of a card.**
The effect of a galaxy is reported nearby it on the advanced gameboard.

Effect of Lucky Numbers

In the advanced game, every Lucky Number grants an extra "power". If the effect is used, the player cannot take other sub-phases and must stop.
Lucky Numbers can be used during every sequence, including fights and resolution of cards.
The effects Lucky Numbers are indicated on the scorecards.

The Phantom Galaxy

This Galaxy is used only in the advanced game, and the Code is not known at the beginning; it will be revealed during the game.
Every time a player obtains a Figure, they must roll 1d6: that number will be part of the Code for the Phantom Galaxy. Once a number has been selected, the players have to report it in order to remind it. If they are playing at the table, they have to write it down on paper. If they are on a computer or cellphone, they have to report it on a digital sheet.
Once six numbers have been extracted, the combination is discovered. It will

remain the same for all the game and the player(s) can obtain it as a normal Code.
It can happen that the combination correspond to a Figure, for example 1, 2, 3, 4, 5, 6, corresponding to a Royal Flush. In that case, that exact combination of numbers will not achieve the Figure, but the Phantom Galaxy Code instead. That figure could be obtained by using other numbers, but not the ones of the Phantom Galaxy Code.

End of the advanced game

The advanced game ends in the same way of the basic game, except it lasts 11 Eras instead of 10, and the points are calculated as normally. Generally, more points are obtained during the advanced game.

11. Solo game

The solo game is a challenge against ourselves, in order to obtain the highest score. It can be played either in basic or advanced game. There is not a winner in this game mode, but the possibility to increase the score.
While playing solo, ignore every effect that includes other players, such as subtracting score from others, steal Eons, or any effect that include other players.
At the end of the game, depending on your result, you obtain a grade:

Basic game solo
Up until 100 points: grade D
101-150 points: grade C
151-200 points: grade B
201-250 points: grade A
More than 250 points: grade S

Advanced game solo
Up until 150 points: grade D
151-200 points: grade C
201-250 points: grade B
251-300 points: grade A
More than 300 points: grade S

Example of a complete sequence

The Blue player, Lucky Number 5, is currently in the Distorted Nebula. It's his turn, so he starts a sequence. He decides to throw 2d4 + 2d6 + 2d8.
The first sub-phase of the sequence gives the following result:

| 1 | 2 | 3 | 4 | 4 | 7 |

These dice don't achieve any combination for now; perhaps he might aim to a flush from 2 to 7. So he decides to keep 2, 3, 4, 7 and re-throw 1 and 4. He spends one Eon to add one more dice in the next sub-phases. Then he throws 1d4 +1d6 + 1d8. The second sub-phase has the following result:

Kept dice:

$$2 \quad 3 \quad 4 \quad 7$$

New dice:

$$2 \quad 2 \quad 5$$

At this point, he could stop and use 1 Eon to transform a 2 into 1 and obtain a Straight Flush of 5. That would be a meager result, considering that he could not take his Lucky Number. So, he decides to re-throw the two 2 using 2d6, hoping for a 6.
The third sub-phase has the following result:

Kept dice:

$$2 \quad 3 \quad 4 \quad 5 \quad 7$$

New dice:

$$1 \quad 1$$

After checking the numbers, he acknowledges that he has almost the Code for the Crystal Spiral. So he decides to spend 1 Eon and subtract 1 point from the 2, turning the die and making it a 1.

$$1 \quad 1 \quad 2$$

$$3 \quad 4 \quad 7$$

$$5$$

He obtains the Code for the Crystal Spiral, and even got his Lucky Number (5). He hence obtains 25+5 for a total of 30 VP +1 Eon, then he moves to the Crystal Spiral. There, he finds other two astral traveller and a fight begins... but this is another story.

RESUME

Here you will find the resume of the cards and Lucky Numbers used in the Pro-game:

COSMIC CONVERGENCE
All players must fight each other together.
If you are playing solo, you win if you obtain 21 or more points with a sequence. In that case, you gain 10 VP. If you don't, you lose 5 VP.
The player that obtains the highest score gains 5 VP for every other player in game.
The player that doesn't, loses 5 VP.
If two or more players obtain the same highest score, each one is considered a winner.

ENTROPIC STORM
Each player in the Entropic Tunnel, in turn's order, performs a sequence to solve the following Code:
3, 5, 7
<u>*Defeat*</u>: the player loses 10 VP.
<u>*Success*</u>: the player gains 1 Eon.

PEARLY STORM
Each player in the Pearl Cluster, in turn's order, performs a sequence to solve the following Code:
2, 4, 8
<u>*Defeat*</u>: the player loses 10 VP.
<u>*Success*</u>: the player gains 1 Eon.

PHANTOM STORM
Each player in the Phantom Galaxy, in turn's order, performs a sequence to solve the following Code:
1, 2, 5, 6
<u>*Defeat*</u>: the player loses 15 VP.
<u>*Success*</u>: the player chooses a player, that loses 15 PV.
Note: if the Phantom Galaxy's Code isn't revealed, put this card on the bottom of the deck and draw another one.

PLANE SHIFTING
Each player, in turn's order, can move in a Galaxy at their choice. They cannot start a fight by moving in this way.

SPIRAL STORM
Each player in the Crystal Spiral, in turn's order, performs a sequence to solve the following Code:
1, 4, 7
<u>*Defeat*</u>: the player loses 10 Victory Points.
<u>*Success*</u>: you can move in the Crystal Spiral one player, with no other consequences.

STORM OF DISTORTION
Each player in the Distorted Nebula, in turn's order, performs a sequence to solve the following Code:
1, 5, 8
<u>*Defeat*</u>: the player loses Victory Points equal to their Lucky Number.
<u>*Success*</u>: the player gains Victory Points equal to their Lucky Number.

ASTRAL SPHERES
Challenge
Each player, in color's order, try to solve the following Code:
Red: *1, 4, 6*
Blue: *2, 4, 6*
White: *2, 2, 2*
Violet: *1, 6, 8*
<u>*Defeat:*</u> the player loses 1 Eon or 10 Victory Points at their choice.
<u>*Success:*</u> the player gains 1 Eon or 10 Victory Points at their choice.

DIMENSIONAL VORTEX
Challenge
Each player, in color's order, try to solve the following Code:
Red: *4, 4, 8*
Blue: *2, 4, 4*
White: *1, 2, 4*
Violet: *1, 4, 8*
<u>*Defeat:*</u> if you have acquired the Chance, you lose 5 VP. If you don't, you lose 15 VP.
<u>*Success:*</u> if you have acquired the Chance, you gain 15 VP. If you don't, you gain 5 VP.

GATE VAULT
Challenge
Each player, in color's order, try to solve the following Code:
Red: *3, 5, 6, 7*
Blue: *3, 6, 7, 8*
White: *2, 3, 5, 5*
Violet: *2, 3, 6, 7*
<u>*Defeat:*</u> you lose 5 VP for every number not obtained in this Code.
<u>*Success:*</u> you gain 5 VP.

PORTALS SWARM
Challenge
Each player, in color's order, try to solve the following Code:
Red: *3, 5, 7*
Blue: *5, 5, 7*
White: *2, 3, 5*
Violet: *2, 3, 3*
<u>*Defeat:*</u> you lose 1 Eon. If you don't have, you lose 10 VP.
<u>*Success:*</u> you can move in a chosen Galaxy. Every other player in that Galaxy loses 1 Eon.

Effects of Lucky Numbers

**You can use the Lucky Number during a sequence.
If you use the effect of your Lucky Number during a sequence, you cannot take other subphases.**

- When you acquire the Lucky Number, you also gain 1 Eon.

- You can transform a result of 2 on a die in every even result on that die,

- You can transform a result of 3 on a die in every odd result on that die,

- You can transform a result of 4 in 1, 2 or 3 at your choice.

- Once per sequence, if you have a 5, you can add 1 point to one odd result on a die.

- Once per sequence, if you have a 6, you can deduct 1 point to one even result on a die.

- You can transform a result of 7 on a die in 1,2, 3, 4, 5 or 6 at your choice.

- If you obtain an 8 on a die, you can roll an extra die and add it to this sequence.

FAQ

During a fight, can I throw the dice used by other players?
Yes, during a fight, the dice used by other players are discarded. The player who has finished a sequence must annotate their score by putting a disk on the side of the VP frame of the gameboard.

If a player escapes a fight, the other players must continue? Yes, the remaining players must continue to fight even if someone escapes.

If I obtain a Chance during the first or second sub-phase of the sequence, can I add the bonus points?
No, during a Chance no bonus points are added.

What happens in the advanced game if a "Storm" card is played and nobody is in that Galaxy?
Nothing happens in that case and nobody has to solve the Code for that card.

What happens if you obtain a Code for the Galaxy where you currently are?
If you don't have already obtained that Code, you obtain it normally. In that case, you gain 25 VP + 1 Eon. If you already have that Code, you don't earn anything. In both cases, this won't trigger a fight.

What happens if you ought obtain Eons but there are not Eons available?
You don't obtain any Eon in that case.