

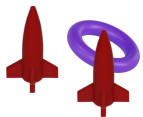
Pilots of Gallaxia

Objective: Retrieve your scientist with your starship and bring them back to your home planet.



Freight Route Sticks

Used for quickroutes



Scientist

Save your scientist to win



Cards

Contains planet cards, fuel cards, Durriken cards, and the Arkstorm



Fuel cards

Use them to move move spaces



Durriken

Destroys all Freight Route sticks connected to the planet it's on except for reinforced routes



Trap cards

Use to set back other players

Setup

Choose a colour and place your 2 ships on the planet labeled with a letter in the section of your chosen color. Place 1 scientist on planet #4 in the opposite sector *[furthest across]*. All players begin with 5 cards, 20 Freighter sticks corresponding to the player's chosen color, and 6 Trap Cards corresponding to the player's chosen color. Shuffle Arkstorm into the deck after cards are handed out.

1

Start

Roll a die, highest goes first then continue clockwise, 1st player draws a gambit.

Drawing the Gambit

Choose 3 cards from the pile and place them face down in front of you.

Card 1 - Flip over the first card and guess if card 2 will be a higher or lower number.

Card 2 - Flip over the second card.

Incorrect guess: Add the first card to your hand, discard both second and third card.

Correct guess: Add both cards to your hand OR guess higher or lower for the third card from card two.

Card 3 - Flip over the card.

Incorrect guess: Discard all 3 cards.

Correct guess: Add all 3 cards to your hand.



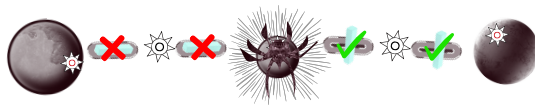
After the Gambit

You may choose to deploy a Durriken, Arkstorm, or a Trap card if you have any of these in your hand. You may also choose to buy a Trap card. If you choose not to or don't have any card to play, use fuel cards or auxiliary power to move one/both ships and end your turn.

Durriken

Dur-ployment - Durrikens use Teleprism to deploy/begin.

Dur-struction - When Durrikens land on a planet, all freight routes attached are destroyed but Reinforced routes are immune.



Movement - Durrikens move with auxiliary power, fuel cards do not affect Durrikens.

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SAMPLE "A" PLAYER TURN



DRAW GAMBIT

Incorrectly guesses higher/lower once, gets 1 card



PLAY A 5-FUEL CARD

Moves 1st ship 5 spaces, completes 1 route.



USE A QUICKROUTE

Moves second ship 5 spaces, uses a quickroute to go further.



BUY A TRAP CARD

Pays two 4-Fuel cards and gets a mine.



PLAY A TRAP CARD

Puts mine card otop a planet card.



PLAY A DURRIKEN CARD

Durriken dur-plays into sector 5, planet 1. Destroys an adjacent freight route but not the reinforced route.



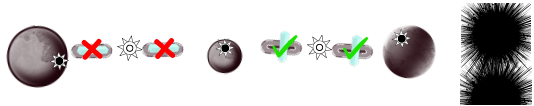
DOGFIGHT USING DURRIKEN

Durriken uses auxiliary power to move two spaces to a pilot's ship. Dogfight win with two cards combined score of 9 vs. 7, sending the losing pilot's ship back to home base. Both players discard their 2 cards.

3

Arkstorm

Destroys all routes at once except for reinforced routes.



Trap Cards

Pay two 4 fuel cards to draw a trap card.

Expect disasters, ongoing and immediate effects, and mines.

Mines - Delayed effect: Place a planet card face down with the mine card. When a player lands on it, the mine explodes and sends the player back to their home planet.



Dogfights

Automatically initiate when 2 players land on the same planet or space.

Instructions - Both players choose 2 cards each out of their own hand [Durriken or planets, fuel is excluded]. Whoever has the highest sum wins.

Win - Winner stays on the planet.

Loss - Loser is sent to their home planet.

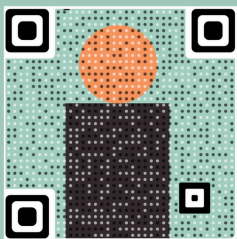
Tie - Start the Durriken staring contest.

Durriken Staring Contest - Both players begin a staring contest while chanting "Durrika, Durrika..."
Loser is the first to blink.



Once the dogfight is over, both players discard the two cards they used into the discard pile.

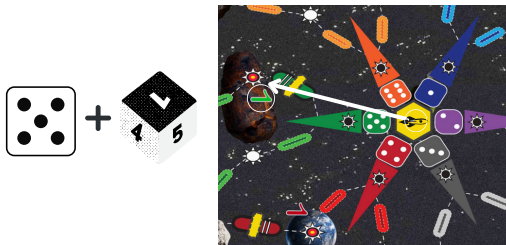
infinite mind



pictures

Teleprism

Anytime you land on or cross a coloured triangle in the center of the board, you will automatically start a teleprism. Roll the white pip-die to determine which section your ship will land in [1-6], then roll the numbered-die to determine which planet your ship will land on [1-6].

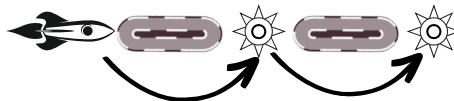


Fuel Cards

You can move spaces with fuel cards. You can use 1 fuel card and move both ships 3-5 spaces depending on the value of the card.
You can use a maximum of 1 fuel card per turn.

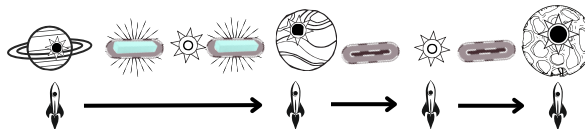
No Fuel Cards?

Use free auxiliary power (moves 2 spaces). You do not need to pay or collect auxiliary power. Auxiliary power applies to both ships.



Freighter Routes

Quickroute Bonus - Completed freight quickroutes between planets use 1 fuel per ship.



Reinforced routes - Freight routes placed on spaces with yellow sideways paths are immune to the Arkstorm and Durriken.



Pilots of Gallaxia

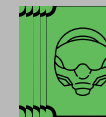
Objective: Retrieve your scientist with your spaceship and bring them back to your home planet.

SAMPLE "B" PLAYER TURN



DRAW GAMBIT

Correctly guesses higher/lower twice, gets 3 cards.



BUY A TRAP CARD

Pays two 4-Fuel cards and gets a special power - move +1 spaces.



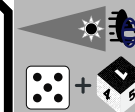
PLAY A TRAP CARD

Plays power card to move +1 spaces.



USE AUXILIARY POWER

Moves 1st ship 2+1 spaces to Teleprism triangle.



USE TELEPRISM

Rolls pip-die and numbered-die and teleports to sector 5, planet 1.



DOGFIGHT BETWEEN PILOTS

Pilot lands on a planet with another pilot's starship. Dogfight loss with two cards combined score of 8 vs. 10, sending the losing pilot's ship back to home base.

Both players discard their 2 cards.



PICK UP SCIENTIST

Moves second ship 2+1 spaces to the #4 planet in furthest sector from home planet, picks up scientist ring.