STELLAR LEAP

1-4 players, 20 minutes per player, ages 13+

The elders tell tales of the time before the Great War; a time where our ancestors traveled great distances between the stars. The elders have tales of countless planets, rich with natural resources and unfathomable wealth. We have rebuilt our war-torn homes, unified our people, and mastered our natural strengths. We are ready, and if the tales are true, we must explore the same path as our ancestors. Our Intelligence Division reports every day of new signals heard from the stars. These must be the Others from the elder's legends. Our Mining Division has finally finished the testing of their equipment and reports indicate riches untold, ready for harvest. The High Command has arrived at the consensus we are ready to travel beyond our home. We are ready to take our Stellar Leap.

GAME OBJECTIVE

The civilizations of old have spent ages preparing for the Stellar Leap into the stars in hope of discovering new worlds and to become the greatest civilization to ever grace the galaxy. The game ends after a specified number of events have been triggered. The player with the most Prestige ( ) at the end of the game wins. Prestige is earned by completing missions, discovering new planets, increasing population, and fulfilling your hidden trait's objective.

Game Contents

Cards:

- 28 Planet and Asteroid (4 Home, 12 Safe, 12 Dangerous)
- 12 Event
- 8 Trait
- 34 Mission (11 Tier One, 11 Tier Two, 12 Tier Three)
- 10 Dice Powers (8 Player, 2 Community)
- 3 Solo AI Cards
- 4 Reference Cards

4 player boards
5 dice (2 main, 3 asteroid)
40 player population figures (10 each of four colors)
48 player chits (12 each of four colors)
16 resource cubes (4 each of four colors)
20 action tracker cubes (5 each in four colors)
4 reference cards

Note – A Quick Setup Guide is located at the back of this book for those familiar with the game.

PLAYER SETUP

Choose a player board, a set of 4 resource trackers cubes (blue, yellow, red, and green), and a reference card. Take a set of 10 population figures, 12 chits, 5 action tracker cubes, and a Home Planet in your chosen color.

Add your population figures to the population track on your board and your action tracker cubes to your action track.

Start with three of each resource by placing your resource tracker cubes on the 3 column for each of the four resources in the cargo hold.
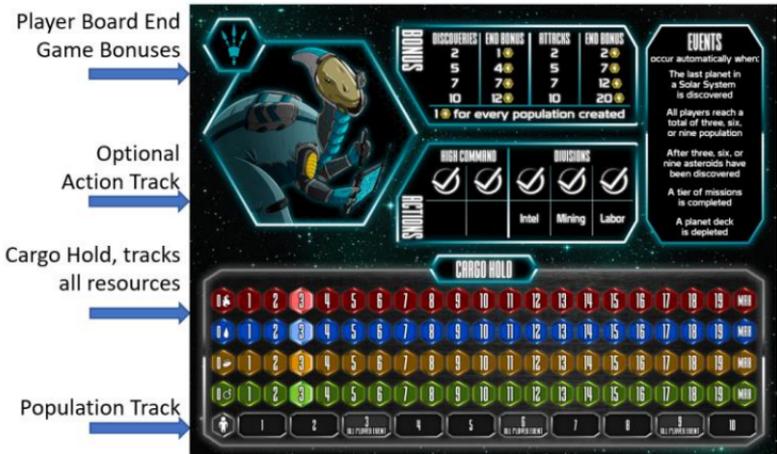

Figure 1: Player Board

Note - Your Cargo Hold can only hold up to 20 of each resource. Any extra resources are lost.

Figure 2: Trait with Player Count Restrictions

Remove the Trait cards and Player Dice Power cards which are not used for the current player count. Shuffle and deal two Trait cards and two Player Dice Power cards to each player. Keep one Trait card and one Player Dice Power and return all unused Dice Power and Trait cards to the box. Trait Cards give you a hidden objective that will earn you prestige at the end of the game. Reveal your Player Dice Power.

GALAXY SETUP

Arrange the dice cards as shown below with the arrows on the cards in the upper right. Each row of planet and asteroid cards represents a single Solar System. Shuffle and place the Event deck to the left side of the galaxy. Randomly choose a Community Dice Power and place it to the left side of the galaxy, as seen below.

The Galaxy

Community Dice Power							
	Solar System 1						
	Solar System 2						
Events	**Solar System 3**						

Starting with the player who has traveled the farthest from where you are playing today and proceeding clockwise, place your home planet into the galaxy with one chit and one figure. The figure will come from the 1 spot on your population track and placed into the ⛰ of your home planet. **Planets must always be placed in the solar system closest to the dice cards.**

Community Dice Power							
	Solar System 1			Home Planet 4		Home Planet 2	Home Planet 1
	Solar System 2		The values and sum of the 2 dice determine the columns of planets that generate resources each turn.			Home Planet 3	
Events	**Solar System 3**						

Note – Only three Solar Systems are shown in the examples, but players can choose to discover as many Solar Systems as they wish.

Missions

Separate the three tiers of mission cards. Use all the Tier Three missions and two times the player count of the Tier One and Tier Two missions. Place these decks at the top of the galaxy, as shown below. Place the remaining mission cards into the game box, as they will not be used. Reveal four Tier One mission cards.

			Tier 1 Mission A	Tier 1 Mission B	Tier 1 Mission C	Tier 1 Mission D
Tier 3 Missions	Tier 2 Missions	Tier 1 Missions				
Community Dice Power						
	Safe Planets	Solar System 1		Home Planet 4		Home Planet 2	Home Planet 1
	Dangerous Planets	Solar System 2				Home Planet 3	
	Events	Solar System 3					

Planets and Asteroids

Set the Safe Planet deck and the Dangerous Planet deck next to the galaxy. These cards will be drawn when you perform the Discover action. The Safe planets and asteroids require less fuel to travel to but generate fewer resources than Dangerous planets and asteroids.

			Tier 1 Mission A	Tier 1 Mission B	Tier 1 Mission C	Tier 1 Mission D
Tier 3 Missions	Tier 2 Missions	Tier 1 Missions				
Community Dice Power						
	Safe Planets	Solar System 1		Home Planet 4		Home Planet 2	Home Planet 1
	Dangerous Planets	Solar System 2				Home Planet 3	
	Events	Solar System 3					

ICONS AND TERMS

	Water Icon: This represents the Water resource that is used primarily in the High Command Action Populate and when fulfilling missions.
	Food Icon: This represents the Food resource that is used primarily in the High Command Action Populate and when fulfilling missions.
	Fuel Icon: This represents the Fuel resource that is used primarily to perform movements and when fulfilling missions.
	Oxygen Icon: This represents the Oxygen resource that is used primarily to perform movements and when fulfilling missions.
	Resource of Choice Icon: This represents a Resource of Choice, either Water, Food, Fuel, or Oxygen.
	Threat Level Icon: This represents the amount of danger and thus the amount of fuel needed to move to a planet.
	Prestige Icon: This represents Prestige, which determines the player that wins the game.
	Planet Habitat Icon: This represents the area of a planet in which the Player's population resides on the planet. If a population is located here, it can gather the resources of a planet, should that planet generate resources.
	Exhausted Area Icon: This represents the area of a planet in which the Player's population is located if it is exhausted. Populations here can never gather resources or move until the Player's next turn.
	Completed Icon: This represents an action that has been completed when using the Action Track. It should initially be covered up and visible once an action has been completed.

Flip: Turn the die to the opposite side that it is currently on. For a die with a 6 value, flipping it would result in it being on the 1 value.
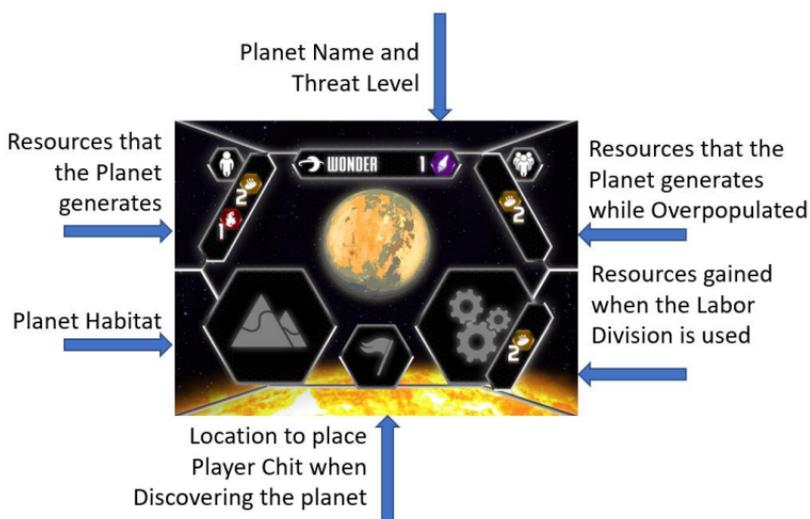
Scatter: The scattered population retreats to the planet of their choice in the same solar system they are currently located. If no applicable planet exists, they retreat to a planet of their choice in the nearest solar system. No fuel or oxygen is needed for this retreat

movement, but the population is **now exhausted** from the effort of scattering.
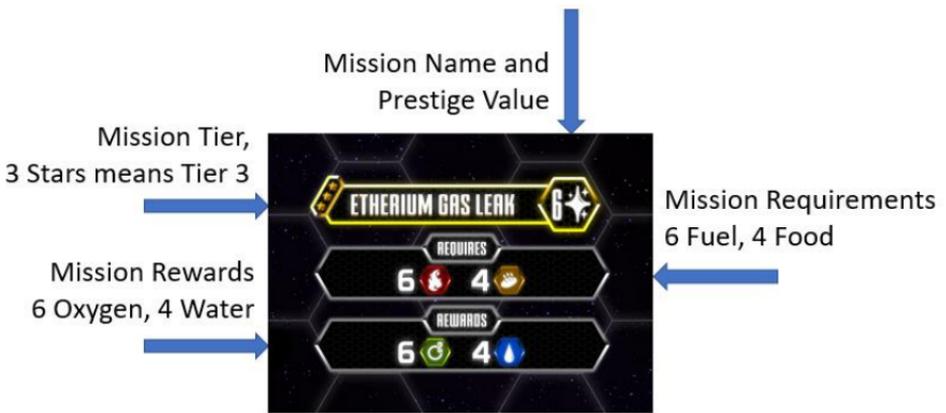
Solar System: A row of up to six planets. Traveling between planets in the same solar system does not cost any extra 🔴 , but traveling between solar systems costs one 🔴 per solar system change. Players can choose to discover as many Solar Systems as they wish.

CARD ANATOMY

Planet Cards:

Planet Name and Threat Level

Resources that the Planet generates

Resources that the Planet generates while Overpopulated

Resources gained when the Labor Division is used

Planet Habitat

Location to place Player Chit when Discovering the planet

Mission Cards:

Mission Name and Prestige Value

Mission Tier, 3 Stars means Tier 3

Mission Rewards 6 Oxygen, 4 Water

Mission Requirements 6 Fuel, 4 Food

YOUR TURN

1. **Recover exhausted population.** Move all of your exhausted population from the 🔅 to the 🔺. This population can now collect resources, if it is located on a planet that generates resources.

2. *Roll two dice.*

3. **Apply one dice manipulation power**. You may use either your player power or the community power to change the die values.

4. *Planets now generate resources if they are in the columns matching the die values and the sum of the die values (up to three columns).* Every player with at least one population on the 🔺 portion of any planet located in the chosen columns receives the resources noted on the planet card. Resources are tracked by moving your corresponding resource cubes right and left on your player board. Planets with more than one of your population do not gain additional resources. Planets containing at least one population from all players (or 3 players in a 4-player game) are considered overpopulated. **Overpopulated planets** generate less resources as stated on the card's Overpopulated section. If both die are the same value, planets in that column generate twice as many resources.

5. **Population movement, activate High Command actions, and/or activate Divisions in any order:** See following sections.
6. Check for missed Event conditions.

Note – Use of the Action Tracker cubes to track which actions you have taken so far on your turn is optional. To use them, move all the cubes to the top section of the Action Tracker at the start of your turn and as you do actions, move the associated action cube down, so that ✅ is visible. Once all the cubes are pushed down, you can now only move your population to different planets.

Population Movement

You may move any of your populations from one planet to another by spending Oxygen (🪐) and Fuel (🔴). To move, you must first spend one 🪐 per population involved in the move. You must spend one 🔴 per solar system traveled and one 🔴 equal to Threat Level (🚀) of the planet you are moving to. **You may never move to another player's home planet.** Always move population to the 🏔 portion of the planet.

Example: If Green wants to move three populations from her home planet to Planet Alfa, she must pay three 🪐 and four 🔴 . If Yellow

wants to move one population from his home planet to Planet Beta, he must pay one *and five* *.*

High Command Actions

*You may perform up to **two** of the following actions.*
This may be the same action twice.

- **Populate:** Spend two food (⬡) and one water (🔷) to add one population to the ⛰ of a planet that already contains one of your population.

- **Tax:** Receive two resources of your choice (⬢).

- **Discover**: Draw two cards from any planet deck, choose one and return the other to the bottom of the deck, then choose a column. Place the newly discovered planet or asteroid, along with your chit, in the solar system closest to that column's dice card. **Place an Asteroid die on any newly discovered asteroid with a 3 as its starting value.**

		⚀	⚁	⚂	⚃	⚄	⚅
Safe Planets	Solar System 1	Asteroid 🎲	X	Home Planet 4	X	Home Planet 2	Home Planet 1
Dangerous Planets	**Solar System 2**	X		X		Home Planet 3	X
Events	**Solar System 3**					X	

Example: In the galaxy above, you could place your newly discovered planet or asteroid in one of 6 place which are marked with an X.

Planet Name and Threat Level

Resources that the Planet generates

Resources that the Planet generates while Overpopulated

Planet Habitat

Resources gained when the Labor Division is used

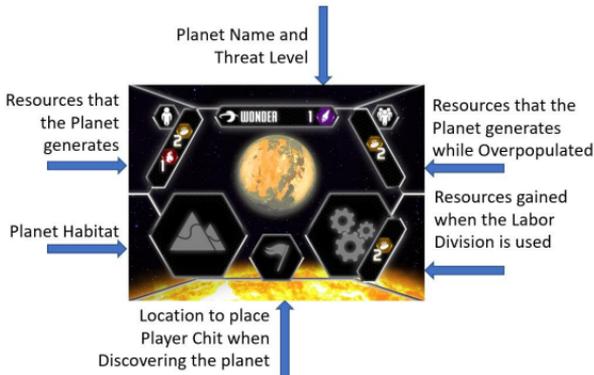Location to place Player Chit when Discovering the planet

Figure 2: Sample Planet Card

- **Attack an Opponent.** Choose a planet to attack and move more population than the sum of all other species' population to that planet to launch an attack. **Exhausted population still count towards defense of an attack.** This may include movements from multiple planets. The defeated populations must **scatter** and retreat to any planet in the same solar system as the attacked planet. If no applicable planet exists, they retreat to a planet of their choice in the nearest solar system. No 🔥 or 🕐 is needed for this retreat movement, but the population is **now exhausted** from the effort of retreating. You may never attack a player's home planet. Gain a chit from every player that was successfully attacked.

Example: Green wants to attack Planet Alpha. She must move at least three population to Planet Alpha as there are a total of two defending populations – one pink and one blue. She can perform two separate movements to move two population from her home planet and one population from Planet Beta. After the attack, Pink must return to his Home Planet as it is in the same Solar System. Blue has the choice of going to either Planet Beta or their Home Planet, as there is no planet in Solar System 2 they can inhabit.

Divisions

You may activate each division once per turn.

- **Intelligence Division** can complete **one** mission. Spend the required resources shown on a mission to complete the mission and receive its rewards. Once you complete a Mission, take the Mission card and replace it by drawing from the lowest available tier Mission deck. Each Mission is worth ⬡ at the end of the game, as shown on the top right corner of the card.

Note – When replacing missions, keep different mission tiers separate so it is easy to tell when a mission tier is completed.

- **Mining Division** can mine **one** asteroid. Using normal movement rules, move any one of your population to an asteroid. Roll a number of dice equal to the value of the asteroid die. Receive the resources shown on the asteroid plus the highest single value of the dice rolled. After receiving resources, decrease the value of the Asteroid die by one or remove the Asteroid die, if the value was at one. If you mine an asteroid with no Asteroid die, you receive the resources on the asteroid with no die roll. Finally, the population then returns to their previous location for no additional movement costs due to using a free-return trajectory when mining asteroids.

Example: If you were to mine the asteroid above, receive two 🛢 _plus the value of one die roll. The Asteroid die would then be removed._

- **Labor Division** can exhaust **one** of your population on a planet, by moving it from the planet's habitat to the exhausted area to receive the planet's resources. Exhausted populations cannot harvest resources generated while exhausted nor can they move or attack.
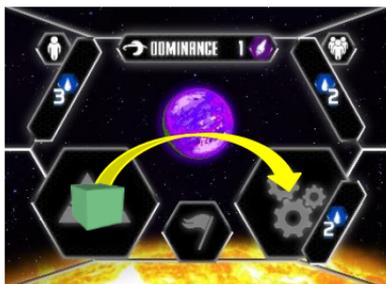
Example: Green exhausts the above population, receiving two *, but this population can no longer gather resources until Green's next turn.*

**Note** – You may activate all 3 divisions on your turn, if you wish.

Example Turn, Step 5: Green mines a food asteroid with her Mining Division, gaining enough food to Populate twice, using up both her High Command actions. One of these population's is exhausted using her Labor Division, which allows Green to complete a mission using her Intelligence Division. Green then moves several populations to different planets.

EVENTS

Certain galactic milestones trigger galaxy-wide events that affect all players. Immediately draw an Event card and apply its effects if any of the following occur:

- The last planet in a Solar System is discovered.
- All players reach a total of three, six, or nine population.
- After three, six, or nine asteroids have been discovered.
- A tier of missions is completed.
- A Planet deck is depleted.

After the Event is resolved, set it aside with the other resolved events and play continues normally.
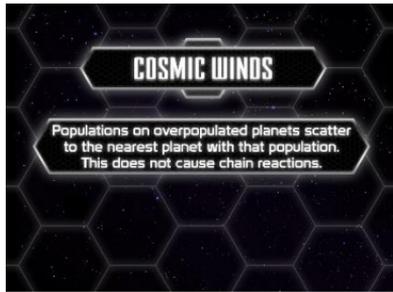
Note – It is possible that multiple events can be triggered during one players turn.

Example: There are the following missions revealed: 1 Tier One mission, 1 Tier Two mission, and 2 Tier Three missions. If either the Tier One or Tier Two missions are completed, then that tier of missions has been completed and an event will occur. Revealing the last mission of a tier does not trigger the event, only the completion of a tier triggers the event.

GAME END

The last round is triggered after the 6th event. Complete the round and continue drawing events if more are triggered. Players end the game after having played an equal amount of turns.

For beginners, it is suggested that player's play until **four** events are triggered.

For a longer or shorter game, modify the number of events required to complete the game.

At the end of the game, tally your from completed Missions cards, Trait cards, and player board achievements (See Appendix). The player with the highest prestige wins! In the event of a tie, tied players share the victory.

APPENDIX

Player Board Achievements:

Tally together your end game bonus from discoveries and attacks, plus one ⬡ for every population created to determine your total ⬡ for your player board achievements.

Discoveries	End Bonus	Attacks	End Bonus
2	1 ⬡	2	2 ⬡
5	4 ⬡	5	7 ⬡
7	7 ⬡	7	12 ⬡
10	12 ⬡	10	20 ⬡

Note – Home planets count as a discovery toward your player board achievements.

Clarifications:

Community Dice Ability: Subtract the dice, instead of adding them: This causes three columns to generate resources, unless the die values are the same. For example, if the die values are 3 and 6 and this power is activated, the 3 column triggers twice and the 6 column once.

Cloning Player Dice Ability: When using this ability, mark the player dice abilities that you have used with a player chit. When all abilities have been used, take back the chits and repeat.

Solo Variant

In the solo game, you play against an AI. The instructions below cover the rule changes for the solo game of Stellar Leap. All other standard rules apply.

Game Setup

After choosing a player board, choose a player color for the AI and choose an AI card to play against. Place your Home Planet normally. Place the AI's Home Planet in Solar System 1, in the furthest available column to the right (either the 5th or 6th column). Place one player figure on the AI's Home Planet.

Setup the game as if you were playing a two player game.

Game Flow

Your turn plays normally. Once your turn is over, the AI will roll two dice. Planets generate resources based on these dice. The AI does not track resources, it performs actions as if it had unlimited resources.

If there is an asteroid with an asteroid die, it is decremented, as if the AI had mined it. If there are multiple asteroids, the highest value die is decremented. If there are multiple asteroids with the same value die, the AI will mine the asteroid in the highest row in the column with the highest dice value.

The AI will perform two High Command actions, as listed on the chosen AI's card.

Scattering the AI

If you choose to attack the AI or if the AI is scattered by an event, the AI will scatter to as many different planets as they can.

Game End

Tally your as if this was a regular game. The AI's is based upon the AI that was used. The Solo Variant is in rough draft and is subject to change.

5th Player Variant

The main difference between the 2-4 player game and the 5th player variant is the addition of the Exhausted Player. After selecting the First Player, give the Exhausted Token to the person to the First Player's right; that person is the Exhausted Player for the first turn.

The Exhausted Player does not gather resources if the planets they are on generate resources.

Each time a player ends their turn, they take the Exhausted Token.

All other standard rules apply.

Note to Reviewers: The 5th Player Variant will be a Kickstarter stretch goal.

QUICK SETUP GUIDE

1. Players each take: a player board, a set of 4 resource trackers cubes (blue, yellow, red, and green), and a reference card. They also take a set of 10 population figures, 12 chits, 5 action tracker cubes, and a Home Planet in their chosen color.

2. Deal two Trait Cards and two Player Dice Power cards to each player. Each player choses one of each card type and discards the other.

3. Players start with three of each resource.

4. Set out the Dice Cards in a row to form the galaxy.

5. Choose a Community Dice Power and place it to the side of the galaxy.

6. Shuffle and place the following decks to the side of the galaxy: Safe Planets, Dangerous Planets, and Events.

7. Take two Tier One and two Tier Two missions per player and all the Tier Three mission cards and place decks at the top of the galaxy. Place the rest of the mission cards into the game box, as they will not be used. Reveal four Tier One missions.

8. Starting with the player who has traveled the farthest from where you are playing today and proceeding clockwise, place your home planet into the galaxy with one chit and one figure.

The Galaxy

			Tier 1 Mission A	Tier 1 Mission B	Tier 1 Mission C	Tier 1 Mission D
Tier 3 Missions	Tier 2 Missions	Tier 1 Missions				
Community Dice Power						
	Safe Planets	Solar System 1			Home Planet 4	Home Planet 2	Home Planet 1
	Dangerous Planets	Solar System 2				Home Planet 3	
	Events	Solar System 3					