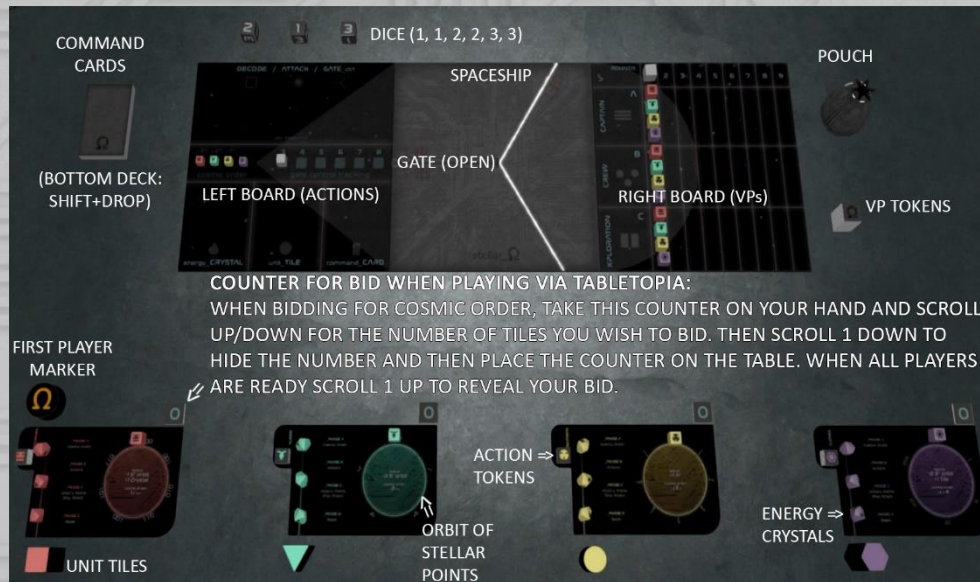


stellar_omega

2-4 players

Welcome to a competitive sci-fi minimal game!

Each player controls one space race at war with each other. They try to explore and control stellar_omega, an abandoned spaceship which suddenly appeared in their galaxy. Despite the ship being unmanned the defense mechanisms are still active until the end of the game, where the player with the most victory points wins and is accepted as the new captain.



The middle board represents the spaceship which is separated in two sectors, the open sector (2 areas) and the closed sector (1 area), determined by the position of the open gate's tile.

The game is played in rounds depending on the number of players.



Players/Rounds:
2/8, 3/6, 4/4.

The player who chooses first their race will also take the 1st player marker. The rest players will follow in clockwise turns.

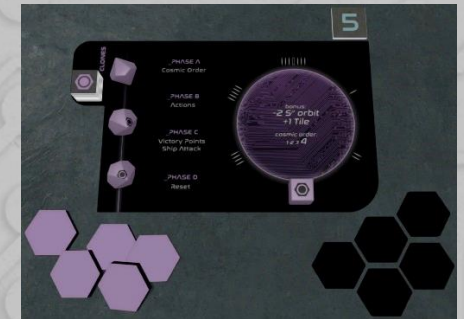
Each round consists of the following phases:

- Cosmic order. Players bid for cosmic order using their unit tiles.
- Actions. Players use their Action Tokens -AT- to play their actions.
- Victory Points -VP- & Ship attack. Players earn VP depending their activity in the ship. At the same time the ship attacks the VP winners.
- Reset. Players reset the left board preparing for the next round.

Phase A_cosmic order



All players bid a secret number of unit tiles for the cosmic order of the round. Cosmic order is used for tie breaker when gaining VP. It does not affect the players' turn order. When all players reveal their bids they flip an equal number of unit tiles. Then, they reposition their cosmic order cubes according to their bids. The default cosmic order may be used as tie breaker. Then, players gain Stellar Points -SP- depending their rank in cosmic order.



Players have bid 4, 3, 4, 5 tiles. **Clones** come first. **Machines** second; their tie with **Aliens** broke by their higher rank in the default cosmic order. Third come the **Aliens** and fourth the **Mutants**. They reposition their cubes accordingly and gain 3 SP, 2 SP and 1 SP by moving clockwise their SP cubes on their pad. Until the end of the round, this cosmic order will be their guide for tie breaks.

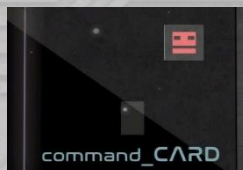


Phase B_actions

The player with the 1st player marker starts first, regardless of the cosmic order. Then, each player takes their turn in clockwise order. When it is your turn you have to play at least one action using your action tokens. Place 1 AT on the appropriate area of the board and play it immediately. Each time you replay any of the three bottom actions (Crystal, Tile, Card) costs +1 AT than before. When your turn is over flip any AT you have played [red AT] -> [green AT].

The minimum number of actions you can play during your turn is always one. The maximum number of actions you can play during your turn is 1 + missing crystals from your pad. There are six actions to select from:

1) command CARD – Pull the top card from the cards deck. Keep it secret from the rest players. Cards are required when playing the actions Attack or Decode. You may change one card, anytime during your turn, by flipping one available unit tile. The old card goes to the bottom of the deck and you draw a new one from the top. Maximum hand=3 cards, any extra card gives you 1 SP instead.



*It is **Machines**' turn. They place 1 AT at the command CARD action and draw one card. This card remains secret from the rest players until it is played. According to the rule: $1 \leq \text{played actions per turn} \leq 1 + \text{missing crystals from pad}$, their turn ends here and they flip the played AT.*



2) energy CRYSTAL – Remove one crystal from your pad and put it in the pouch. Crystals in pouch improve your defense technology and the maximum number of actions you can play during your turns. You have 3 crystals on your pad and 1 permanent crystal in the pouch (or 2 if you play the Machines). If you have put them all in the pouch any further crystal action will offer you 1 SP instead. Each crystal slot on the pad has a number. This number, followed by the letter "A", represents the maximum number of actions you can play the current turn. It is recommended when removing a crystal from your pad to pick always from the top and when returning a crystal to start placing from the bottom slot.

Aliens pay 1 AT to the energy CRYSTAL action and put 1 crystal in the pouch. Now, they may play up to 2 actions until their turn is over. They decide to play again on CRYSTAL action so they pay 2 AT this time and put one more crystal in the pouch. Now, they may play up to 3 actions until their turn is over. They decide to play on CARD. They place 1 AT at the command CARD action and pull 1 card. Now, according to the pad, their turn is over as they



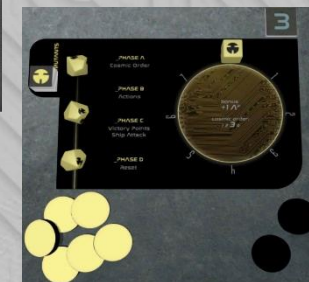
have reached the maximum number of playable actions i.e. 3. They flip all the AT and the next player takes their turn. If, instead of CARD, **Aliens** had played CRYSTAL they would have to pay 3 AT.

3) unit TILE – Place a tile into the ship. The tile's condition (flipped or not flipped) does not matter in this action. Tiles may be placed only in the open sector and each player may place only one tile per area of the sector. The ship is divided in two areas for the open sector and one area for the closed sector.

A unit consists of tiles. Each tile represents a level of the unit. Whenever a player performs a successful Attack or Decode action they level up a unit by placing one tile onto another tile(s). Maximum level of unit=3 tiles, any extra level gives you 1 SP instead. Any eliminated tile which returns to your pad is placed with its colorful side face up, available for flip. If the open sector already contains units of your race any further tile action gives you 1 SP instead.



Mutants pay 1 AT to the unit TILE action and place a tile in the ship. It may be placed in the open sector in any one of the two areas. This tile comes from the flipped

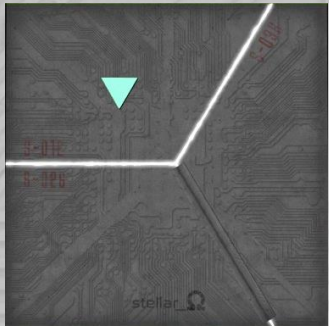


ones which were used for the cosmic order bidding, keeping this way their colorful tiles available for flipping. Now, according to the crystals' rule, their turn ends here. **Mutants** flip the played AT and the next clockwise player plays their turn.

Each time you repeat one of the above actions pay +1 AT than before. Each time you repeat one of the following actions pay always 1 AT.

4) DECODE – You attempt to decode the ship's technology. You have to meet two requirements:

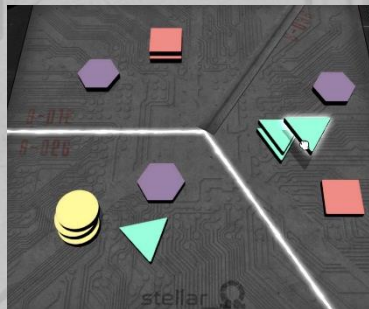
- To hold one card of your color in your hand
- The closed sector contains one of your units



When decoding place the card of your color in front of your pad and gain SP equal to your unit's level in the closed sector. Then, if no other player has a unit in the closed sector, gain one extra level. This level tile may be placed onto any one unit you wish, not necessarily the one in the closed sector.



In case you are not alone in the closed sector you have to roll the dice. Roll 1 die per level of your unit and choose one (usually the lowest). The number you rolled indicates the number of crystals your opposers may draw from the pouch so to break information from your decoding. Whoever draws their crystal gains the same SP with you and you lose the level up bonus. Any used crystal goes to player's pad, any other crystal returns to the pouch. If no player draws their crystal you may level up a unit.



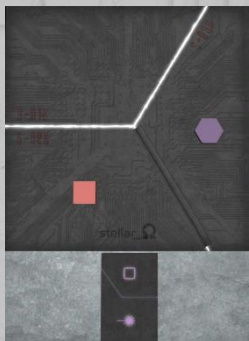
In the next image Aliens just performed a successful Decode and the player chooses to level up the unit in the open sector and not the one in the closed sector, which performed the decoding.

You may reroll one die by flipping one available tile. Rerolling a die is a free action and may be played several times depending on your available tiles. Exception: you may not reroll when at least one of your opposers, who has a unit in the closed sector, has finished all their AT.

5) ATTACK – You declare an attack to an opposer's unit. You have to meet two requirements:

- To hold one card of your target's color in your hand
- Both attacker and defender being present in the open sector (not necessary in the same area)

When attacking, place the card of your target's color in front of your pad and roll the dice. Roll 1 die per level of your unit and choose one. If you have two units in open sector the higher level unit is chosen for the attack. The



number you rolled indicates the number of crystals your opposer may draw from the pouch for defense, thus the lower the better. If they don't draw a crystal of their color they remove one tile of their unit (you select which one) and the attack goes on. If no tile left from the attacked unit the attack ends and you gain 1 SP per removed tile & one tile level up on any one unit you wish (place 1 tile, flipped or not, onto any unit of your choice). If the defender has tile(s) left in the unit repeat the process until you eliminate your opponent or your attack fails. The attack fails when the defender draws at least one crystal of their color. In this case the attack is blocked and the crystal withdraws to the player's pad.

If your opponent has two units in the open sector you may first check your dice roll and then decide which unit to attack. Once you have chosen you may not change target during the attack.

You may reroll one die by flipping one available tile. Rerolling a die is a free action and may be played several times depending on your available tiles. Exception: you may not reroll when your opponent has no AT in their possession.

6) GATE control – There are no requirements to meet for this action. You attempt to reshape the open/closed sector of the board by moving the gate tile to a new position. There are three gate positions (white lines) on the board, all closed. The gate tile represents an open gate and may be placed on one of those three gate positions, if your gate control action succeeds.



Roll three dice. If the sum is higher than the number of gate control's cube your gate control is successful. Forward the cube to the next slot and move the gate tile to its new position.

You may reroll one die by flipping one available tile. Rerolling a die is a free action and may be played several times depending on your available tiles.

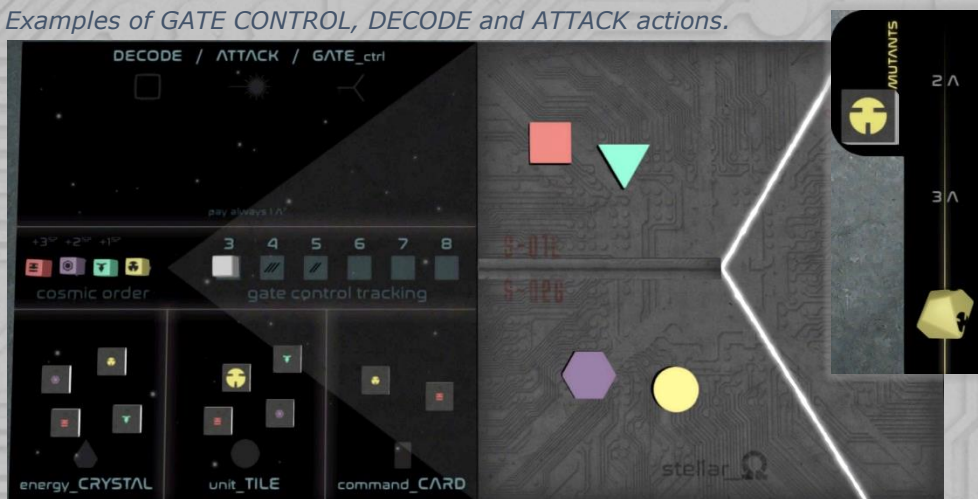
FIRST DICE ROLL bonus: if your first roll succeeds to move the gate without any reroll, pull the top card of the deck and place it closed in front of your pad (later, in the VP scoring phase it counts as a played card).

Any player who has played all of their AT, each time it is their turn to play they

gain SP instead. The amount of gained SP is equal to the higher amount of the unused AT an opposer has.

This phase completes when all players have spent all of their AT.

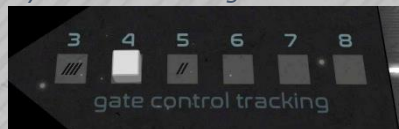
Examples of GATE CONTROL, DECODE and ATTACK actions.



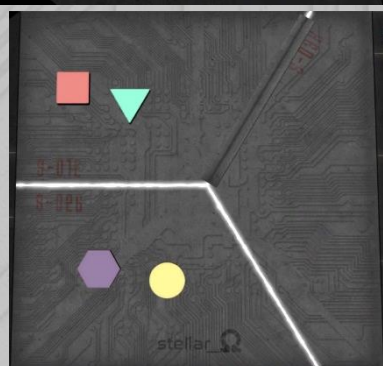
It is **Mutants**' turn, and they have just played unit TILE (payed 1 AT and placed one tile on the board). They may play two more actions before their turn is over.



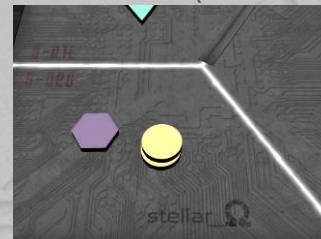
They also have one **card** on their hand and they think a GATE control followed by a DECODE would be a good plan. So they continue with GATE control. They place 1 AT on the action and roll 3 dice. They succeed rolling a total of 5 (when rolling for gate control your goal is to roll a higher total than the white cube's current number).



The gate's white cube advances to the next slot, the gate tile moves to its new position and **Mutants** gain one card for their successful first dice roll, drawn from the deck and placed in front of the player's pad. Noone may look what this card is, even **Mutants** them-



selves. Now, being in closed sector, they are ready to play their last action: DECODE. They play 1 AT on the appropriate action area and open the **card** in front of their pad. They gain 1 SP (=level of **unit**) for the decoding. Because they are not alone in the closed sector, they must roll 1 die (=level of **unit**) which indicates the number of crystals that **Clones** may draw so to stop **Mutants**' level up. They roll a 3.



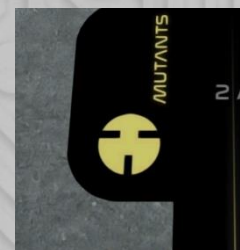
They flip a **disc** and reroll scoring a 1. **Clones** draw 1 crystal but not of their color so they return the crystal in the pouch. **Mutants** level up their unit placing a tile on the existing one.



Later, in the same round, the gate moved to another spot by the rest players. Now, **Clones** and **Mutants** are in the open sector. It is **Clones**' turn and have one **card** and 2 AT left. They will play 2 actions: ATTACK and GATE control. They pay 1 ET for the attack and open the **card** in front of them. They roll one die (=level of **unit**) and score a 2.



Although they have available **units** to flip for reroll it is not allowed to do this because their opponent has finished their turns for this round i.e. all AT are spent. Therefore, **Mutants** pull 2 crystals but draw no **crystal**. They remove one tile from their unit and the attack goes on. **Clones** roll one die and score a 3. **Mutants** pull 3 crystals from the pouch and finally draw their color as depicted in the image.

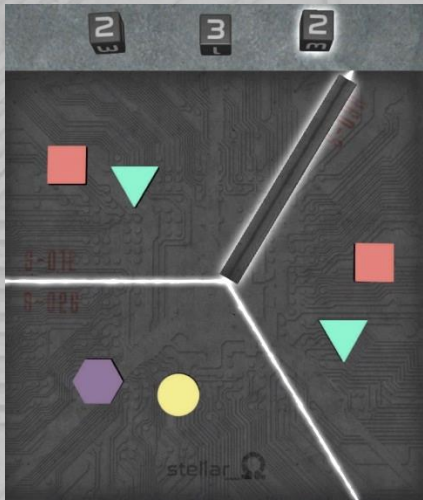


The red and the one yellow crystal return to the pouch, the second **crystal** withdraws to **Mutants**' pad. The Attack ends here as **Mutants** blocked **Clones**' attack. **Clones** gain 1 SP for the **tile** they removed and they continue with their second action: GATE control.



The red and the one yellow crystal return to the pouch, the second **crystal** withdraws to **Mutants**' pad. The Attack ends here as **Mutants** blocked **Clones**' attack. **Clones** gain 1 SP for the **tile** they removed and they continue with their second action: GATE control.





They place their remaining AT on the board and roll the dice. At this point the white cube is on spot 6, so **Clones** have to roll a higher total to succeed opening/closing the gate. They roll 2,3,1 which is not enough. They still have some tiles to flip and reroll the "1" for a better roll. They manage to roll a 3 before run out of tiles. The new total is 2+3+3=8 which is enough to control the gate. **Clones** move the white cube to the next slot (on 7) and the gate tile too to its new position. Now their unit is located in the safety of closed sector. Additionally, if the next phase finds them in the closed sector they earn a bonus of 1 VP (explained in phase C).

Phase C_VPs & ship attack



About SP and VP - Your race pad depicts a SP orbit. Each time the SP cube completes an orbit (at 0 point) you gain 1 VP: pull 1 VP token from its pile (only you can see the token).

Aliens have 4 SP and just won 2 more SP. They move forward their cube two spaces (at spot 1) and they gain 1 VP token for passing the 0 spot.



At the beginning of this phase check the closed sector. Any player who has a unit inside, earns 1 VP token. However, if all players have units in the closed sector noone gets the bonus VP. Then, players continue with the rewarding process of Captain, Crew and Exploration categories:

Captain - Each player gains points for their higher level unit. The player with the highest level unit gains VP equal to that level while the rest players gain SP equal to their units' level. Thus, the winner moves their captain cube while the rest players move their SP cubes.

Then, the ship activates* by attacking the winner.

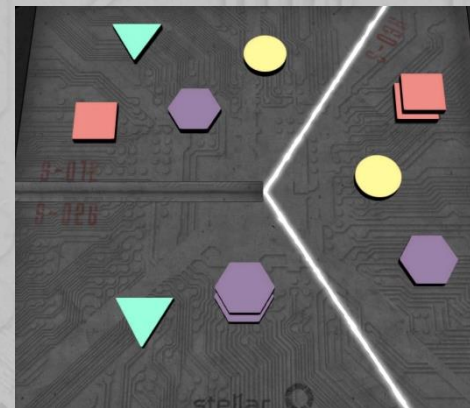
Crew - Each player gains points for their number of units in the ship. The player with the most units in the ship gains VP equal to that number while the rest players gain SP equal to their number of units. Thus, the winner moves their crew cube while the rest players move their SP cubes.

Then, the ship activates* by attacking the winner.

Exploration - Each player gains points for their number of placed cards in front of their pad. The player with the most placed cards gains VP equal to that number but not higher than 3, while the rest players gain SP equal to their number of placed cards. Thus, the winner moves their crew cube while the rest players move their SP cubes.

Then, the ship activates* by attacking the winner.

*SHIP ACTIVATION: the ship activates after each VP scoring, by attacking the winner. That player suffers vital and digital damage equal to their gained VP+1. For each point of damage they must remove one tile (vital damage) from the ship or one placed card (digital damage) from their pad, unless they want to defend by drawing crystals. That player may draw crystals equal to the total damage; for each crystal of their own they may reduce damage by 1. Don't forget to withdraw any used crystal to the pad.



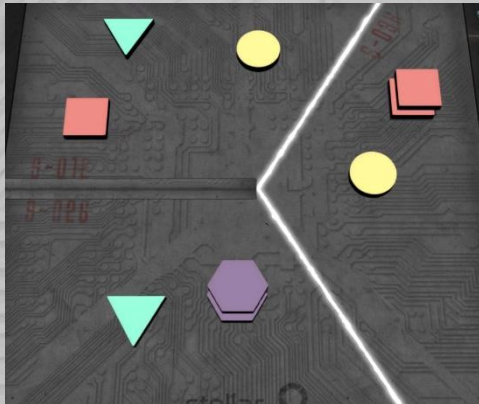
Players started phase C with cosmic order (number of placed cards): **Aliens** (0), **Clones** (1), **Machines** (3), **Mutants** (4).

Clones, **Machines** and **Mutants** gain 1 VP token each for being in closed sector. Then, they continue with the VP rewarding process.

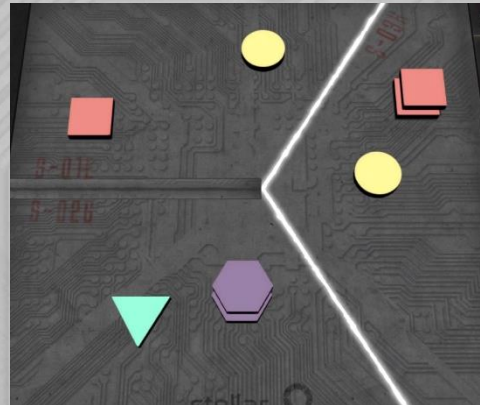
CAPTAIN: **Clones** have the strongest unit in the ship (lvl2 and higher rank in cosmic order than the **Machines** who

also have a level 2 unit). They win 2 VP for their level 2 **unit** and move the Captain **cube** two spaces away (=level). The rest players gain 1 SP, 2 SP and 1 SP. Now, the Ship activates causing 3 damage (=earned VP+1) to the **Clones**; they decide to defend and draw 3 crystals (=damage). They draw no **crystal**. So now they have to remove 3 tiles from the ship or 2 tiles from the ship + 1 placed card. They choose the second option.





CREW: **Aliens**, **Machines** and **Mutants** are tied in first place with two units each. **Aliens**, who have the highest rank, win 2 VP (=units) and forward the Crew **cube** two spaces. The rest players win SP equal to their number of units (1



SP, 2 SP and 2 SP). Now the ship attacks the winner causing 3 damage (=earned VP+1). **Aliens** draw 3 crystals (=damage) for defense. They draw 2 crystals which results in removal of 1 tile as shown in the next image.

EXPLORATION: **Mutants** win with 4 cards. They move the Exploration **cube** three spaces away (the maximum earned VP do not exceed 3). The rest players win SP equal to their placed cards (0 SP, 0 SP and 3 SP). The ship activates again by attacking **Mutants** with 4 damage (=earned VP+1). **Mutants** have an easy decision to take; they choose to remove 4 placed cards than sacrificing crystals and tiles, because the cards have no other benefit until the end of the round.

Phase D_reset

If you are playing the last round ignore this phase and proceed to phase omega.

Players prepare the game for the next round following the next steps:

- Return placed cards to the deck and reshuffle.
- Re-flip tiles to their colorful side (available again).
- Clear left board. Players retrieve their played AT.
- Reposition gate control cube to the first slot.
- Move cube of rounds to the next slot.
- Pass the 1st player marker to the next player and play the new round.

Phase omega_the end

Before the final VP count players convert their stuff to SP. Each player gains:

- 2 SP for each tile in the ship
- 1 SP for each unused card in their hand
- 1 SP for each missing crystal from their pad.

Then reveal your VP tokens and add them to your VP cubes of the right board. On each category (Captain, Crew, Exploration) move the first cube 1 slot forward and the last cube 1 slot backward. If more than one cubes tie in the first/last place move them all.

Lastly, each player sums their VP from the three categories. The player with the highest total wins the game (in case of tie compare SP) and the ship accepts them as the new captain.

_2 or 3 players mode

The starting position of the gate control cube changes depending on the number of players.



The races who are not controlled by players are called Non Player Races -NPR- and they are not taking turns in the game. Their role is passive.

If the **Machines** are a NPR remove the extra **crystal** from the pouch.

For each NPR place near the board its tiles and pad with crystals on it. Remove any cube of NPR from the game.

During your turn you may replace any NPR color card from your hand, without flip tile cost, with a new one from the top of the deck. Place the NPR card in front of its race pad and place one tile of that race in the open sector. If both areas of the open sector already contain units of this race place it onto one of them, occurring a level up. If both units are level 3 then put one crystal of that color in the pouch.

NPR always win any cosmic order tie. Also, when bidding for cosmic order place your cube according to the number of players.



In the left image of a 3 players mode **Machines** are NPR. **Clones**, who have bid the most tiles, are first gaining 2 SP bonus. The **Mutants**, who come second, gain 1 SP bonus.

In the right image of a 2 players mode **Aliens** and **Clones** are NPR. The **Machines**, who have bid the most tiles, earn 1 SP bonus.

If the ship attacks a NPR, in phase C, the player with the 1st player turn marker draws crystals and decides where the damage is dealt.

_recap

_SP=stellar points, VP=victory points, AT=action tokens, NPR=non-player race.

_you may not decode in the open sector. You may not attack in the closed sector.

_minimum and maximum actions you can play each turn: $1 \leq \text{actions} \leq 1 +$ missing crystals from your pad.

_when succeeding on GATE control you are not obligated to move the gate tile.

_drawing crystals is not a mandatory action. In 2/3 players mode, the NPR always draw crystals.

_flip tile to change 1 card or to reroll 1 die. When decoding/attacking you may not reroll against players who have no AT left.

_flip AT: When your turn is over flip all played AT to their small symbol side. This way, on your next turn, you will have a clear tracking of your new big symbol played AT without confusing the old with the new played actions.

_when you gain a level up it is not necessary to upgrade the unit which did the Attack/Decode action.

_example of a round finish (phase B). Turn order (AT): **Machines** (1), **Aliens** (0), **Clones** (3), **Mutants** (4). **Machines** are playing their last AT (the kind of actions doesn't matter in this example). Next player: the **Aliens**, who have no AT left, gain 4 SP (=highest unplayed AT i.e. **Mutants**' AT). Next player: **Clones** are playing their last 3 AT. Next player: **Mutants** spend 2 AT. Their crystals do not allow them to play more actions per turn. Next players: **Machines**, **Aliens** and **Clones** gain 2 SP each (=highest unplayed AT). Next player: **Mutants** complete phase B by playing their last 2 AT.



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graphics_nikos karatolios
playtest_humans
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