

Contents

36 planet cards



1 Galaxy Board



4 Empire Player Aids



12 battle cards



16 victory point cards



16 alliance cards



30 Rocket Dice



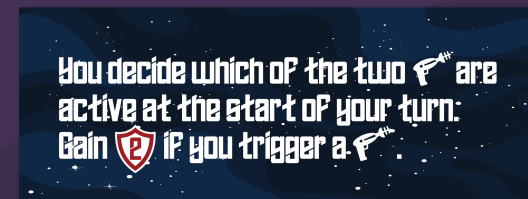
1 Reserve Board



16 Moon Cards



8 Empire Abilities



80 White Cubes, 12 Red Cubes & 4 Blue Cubes

2 Conquest Dice

Setting Up The Game

Player 2



6



4



6



7

Place the three red cubes on the shield and the blue cube on the next to the Scrapyard. These cubes will be used to track and .

Player 1



6

1

Shuffle all planet groups by # and place them in order from 6-12 in two separate rows.

2

Place the alliance cards and VP cards to the right of these two rows.

3

Place 8 moons of each variety above the planets.

4

Shuffle the battle cards. The top card is revealed face up vertically. Flip the next card face up on top of the deck and turn the deck horizontal. The active battle is vertical.

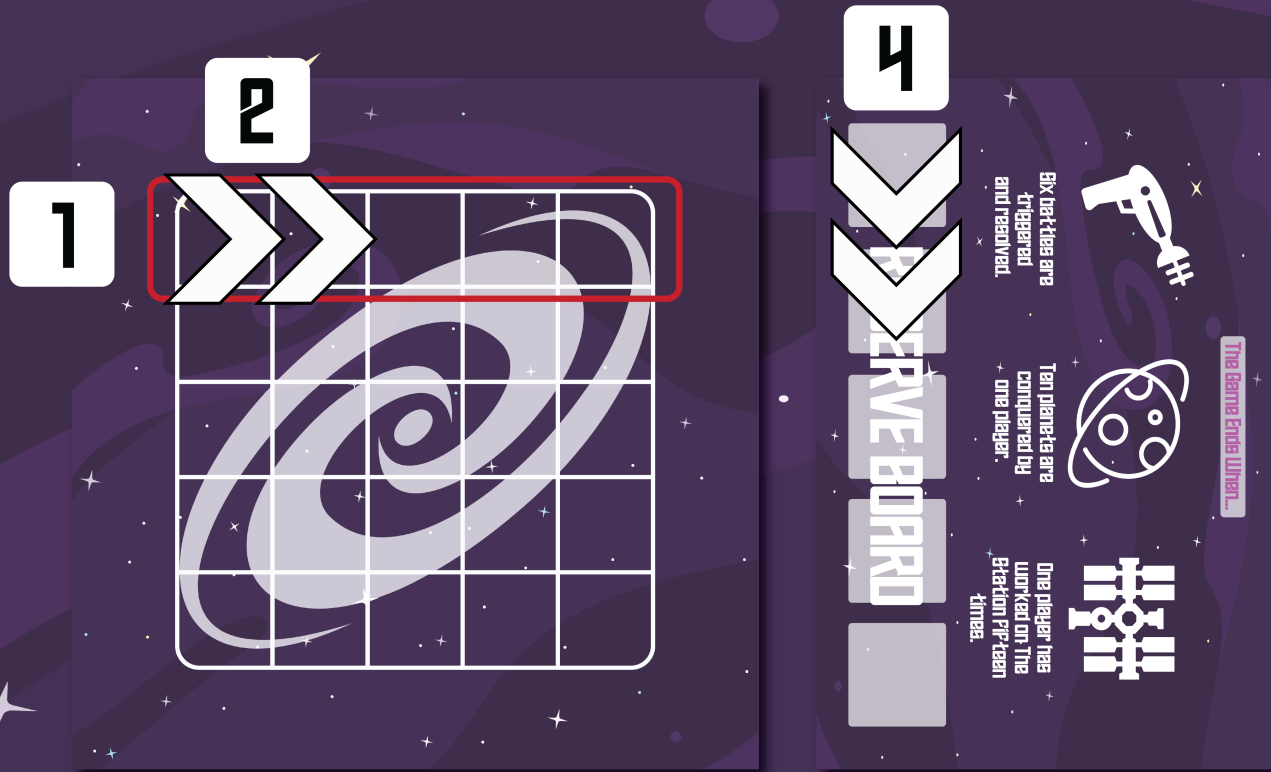
5

Place the Galaxy Board & Reserve Board next to the planets, moons, and battles.

6

Shuffle the empire abilities and give each player an ability along with a Player Aid, 15 white cubes, 1 blue cube and 3 red cubes.

Building The Galaxy Board



In the above example, the first player sees the Galaxy Board in this orientation. When filling or refilling the Galaxy Board, you will always perform those actions from where you are at the table.

When you finish a turn, you will complete the following steps in order:

1. Shift all dice on the Galaxy Board toward yourself and refill all empty spaces from the Reserve Board top to bottom, left to right.
2. Move all dice on the Reserve Board to the left, if any, filling the remaining spaces with the rerolled dice in order from lowest to highest.

1

Starting with the first player, each player will pick a row or column and roll as many dice as there are empty spaces. In the example, the first player chooses the highlighted row and rolls 5 dice.

2

Then, after the dice are rolled, order them from lowest number to highest number and place them top to bottom or left to right from your orientation.

3

Continue this until all 25 spaces of the Galaxy Board are filled.

4

The remaining five dice are rolled and placed in order from lowest to highest, left to right.

Note: If the same number is present multiple times, the player may choose what the order is.

Icon Glossary



A planet card of any color. If the planet is a specific color, the effect only applies to a planet with that color, not multiple.



The ability can only be used once per game. Once used, flip the card horizontal.



Refers to 1 VP card only.



Refers to any purple, silver or blue die, not a white one.



The item to the left of this symbol is spent. The item on the right is received.



Refers to any white die only.



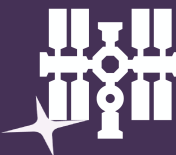
Reroll the specified die.



Add a pip to a die of that color.



Counts toward the Scrapyard.



Refers to 1 marked off number on The Station.



Refers to a die on the Galaxy Board of any color/number.



Refers to a battle, current or won.



Counts toward the attack for your empire.



Reads as “for each”.



Refers to any one player. If the icon is green, it refers to the active player.



Refers to all players overall.



Reuse any ability.

Turn Order

1. Recruit your ships.

20+ total ● = 1 

Swap two adjacent dice to create a line of 3-5 dice. Reroll any dice once. The dice must be:

- a) all the same color
- b) all the same number
- c) all white dice

If you cannot do this, you may take any 3 adjacent dice of your choice.

When creating a line of 3-5 dice, you may take 0-2 white dice touching the row or column where you created the line. Up to 5 dice may be taken.





2. Activate your planets.

Activate the ability on a  that you have colonized. If you have no planets, skip this step.






If you have a  with a ⚡, you may use that ability once a game at any point on your turn.




3. Build your empire.

You may use the ships that you have recruited in the following 4 ways:

1. Colonize a planet. Spend 1 or more dice exactly equal to the value of a . A planet can be colonized by the color(s) on the planet as well as by . Note: At least one  must be spent along with a .

2. Work on The Station. Spend 1 or more dice with a value exactly equal to a number on The Station. Only a  can be used on the **12** **18** **24** spaces of The Station.

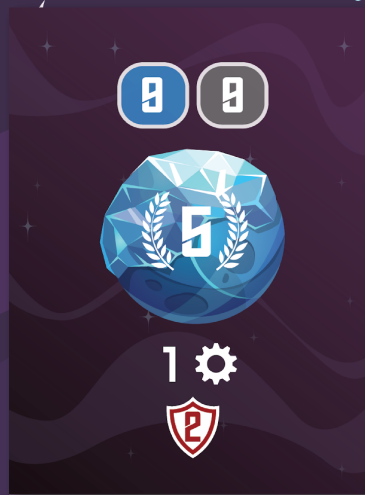
3. Visit the Scrapyard. Only 1  or 2  can be used here per turn. Any ● equal  and are added to the Scrapyard. You may salvage at the Scrapyard at any point on your turn. Perform any Scrapyard ability as long as you have the correct amount of  to do so. You can decrease 1 ● by paying 2 .


You may also spend  equal to a space on The Station in order to work on it as if you were spending a die. You may only mix a  with  on the **12** **18** **24** of The Station.


4. Build a moon base. Spend 1  or  equal to or more than the first number on the . When building the next of that kind, the cost of that  is the next number.

Conquering A Planet

When conquering a  gain the  listed and roll both Conquest Dice.



The top numbers and colors indicate the exact dice total that is needed to conquer the planet. A planet may be conquered by using both colors, only one color or one or more colors mixed with .

After rolling the Conquest Dice, pay one of the die results to gain the other. If a result is blank, you do not have to pay to gain a resource. If both dice show the same face, gain double of that resource. For example, if you roll two dice that show 4 , you gain 8 instead.

Building The Station

When building part of The Station, you must spend a total die value equal to the part of the station you want work on. After you do this, place one white cube on that space.

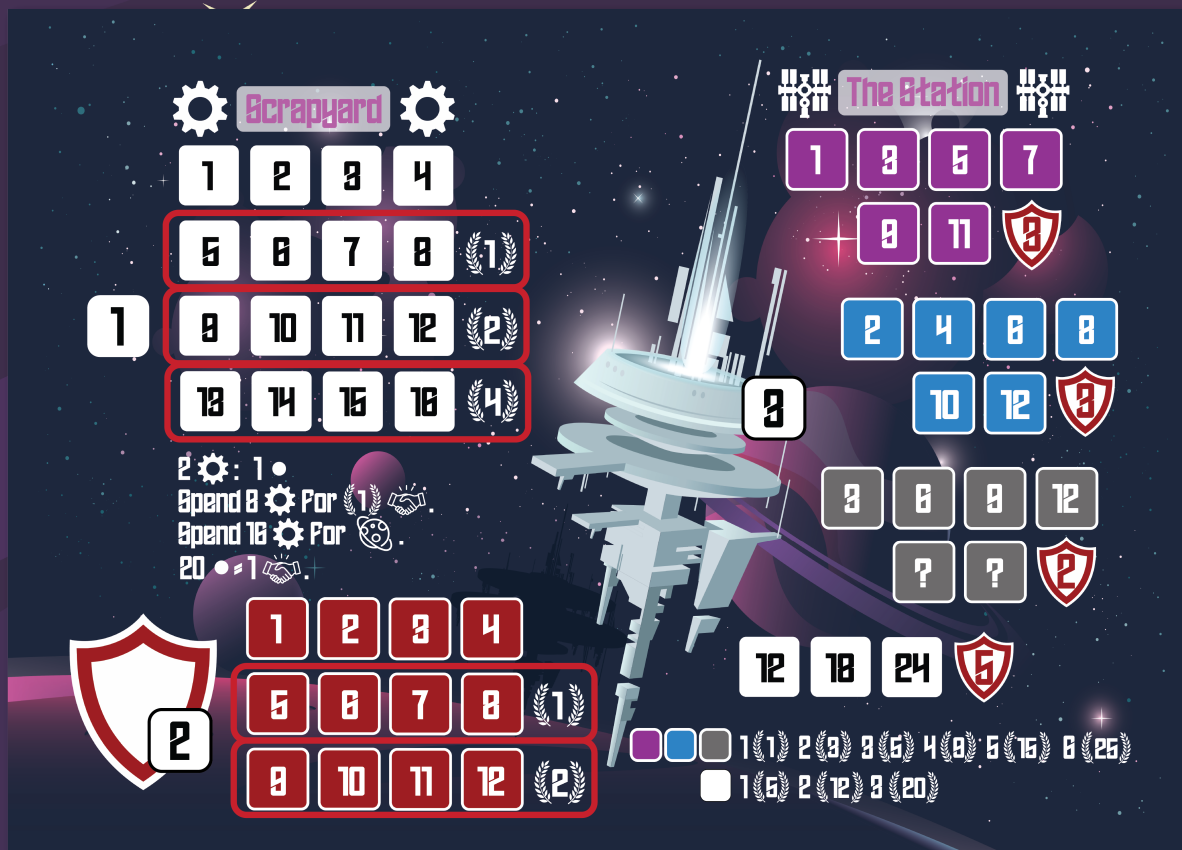
You may also use scrap that you have collected (even scrap collected on your current turn) to work on The Station.

As long as you have scrap or dice, you may work on The Station during your turn as many times as you like.

If one player works on The Station fifteen or more times, all players will finish out equal turns and the game will end.

Likewise, if ten planets are conquered, finish out equal turns and end the game.

Managing Your Empire



You may spend 2 ⚙️ and you may add or subtract 1 ●.

You may spend 8 ⚙️ to gain 1 VP card and 1 alliance.

You may spend 16 ⚙️ to automatically conquer 1 planet.

If your initial roll without a reroll is 20 ● +, you may gain 1 alliance.

1

If you have ⚙️ at the end of one of the three rows score the 🏆 listed.

2

If you have 🛡️ at the end of one of the two rows, score the 🏆 listed. You may score 🏆 three times, once for each cube. When you reach 🛡️, you will use another red cube to count your 🛡️ further.

3


If you get a 9 11, instantly gain 🛡️.

If you get a 10 12, instantly gain 🛡️.





If you get a ? ?, instantly gain 🛡️. The ? stands for any number that is not a 3, 6, 9 or 12.

If you get 12 18 24, instantly gain 🛡️.

Entering A Battle





Immediately when the top event happens on a  card, a battle triggers!





According to this , if 5  are colonized by all players, the  triggers and if the  is won, it is worth 6 VP.


This example will be shown with 3 .










After the battle triggers, count all  on  and your player aid. The most wins.

If you fulfill the bottom part of the card, add that  temporarily for this battle only. All players who lose the  gain . The player with the least  gains 2 .






Player 2 has 5 . They gain  temporarily in this battle.



Player 1 has 3 . They gain nothing extra for this battle. Player 2 wins 9-8.

Players can spend  as  to win a battle, but if they do this, they must spend all of their . If no  and a tie, the most  wins. If still a tie, the most  wins, otherwise discard the  out of play and it is not resolved. Only active  count toward your overall .

Choosing Your Empire Abilities

You decide which of the two  are active at the start of your turn:
Gain  if you trigger a .

Each turn, you choose which battle is active before you swap dice.

Take 1  if the initial roll is a 15 instead of a 20. You may gain an  if your reroll totals 20.

You can gain an alliance if your dice add up to 15 or more instead of 20 or more and an extra one if you reroll to 20+.

Your first  is free. For every  that you build, gain 1 . All  are worth their middle number to you.




You do not need to spend a die for your first moon. All moons are worth the middle number on the moon card and every moon gives you a VP card.

Start with  on your first turn. If your dice total is 11 or less, gain .
Gain  if you win a .




Start the game with 1 attack. If you select dice that equal 11 or less, gain 1 attack. Also gain 1 attack if you win a battle.

Gain  equal to the amount of dice you recruit on your first turn. Every time you take 5 , gain 2 .

Gain scrap equal to the number of dice you take on your first turn. If you are able to take 5 dice, you gain 2 scrap.

You may pay 2  to decrease a die value 2  instead of 1. At the start of the game, gain 4 .

Instead of spending 2 to decrease the value of a die by 1, decrease it by 2. Gain 4 scrap at the start of the game.

You may count the number of  you have of each color. Any  of that color is worth 1  less for each.

On your turn, you may count the # of planets you have of any color. If you work on the station, decrease the value on any number by that much.

You start with 1  on your first turn. When you spend 8 , you also gain 1 .    only, not .

Start with any 1 piece of the station unless it's a white one. If you spend 8 scrap, gain any other station piece free.

2 Player Rule Variant:

When playing with 2 players, all battles that pertain to all players have requirements cut by half.

Only 8 pieces of the station are needed instead in the above example.



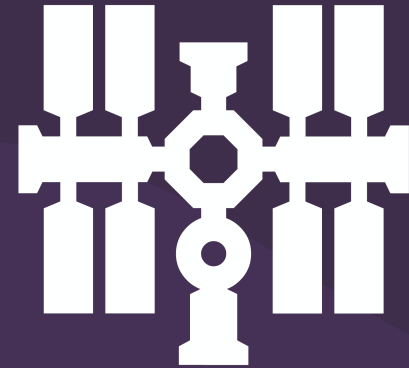
The Game Ends When...



Six battles are triggered and resolved.



Ten planets are conquered by one player.



One player has worked on The Station fifteen times.

End Game Scoring



Count all  on battles won.



Count all  on planets conquered.



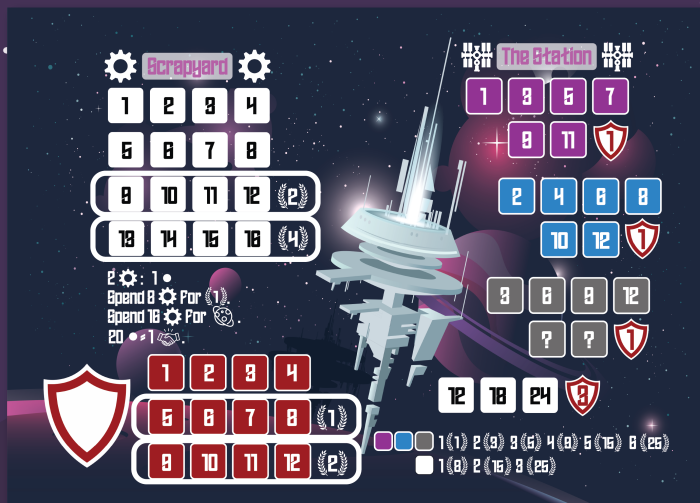
Count all  separately by color on The Station.




Count all  and receive  1  for every 2 .



Receive  for each VP card.



Receive  for each full row completed on your Player Aid card.

The highest score wins.