

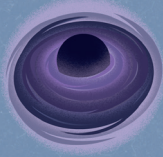
ULTRAMASSIVE

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STUDIO
UNKNOWN

INTRODUCTION



You are a Black Hole. Enormous, by all standards of the universe, and entirely ungovernable. But your daunting size and power is not unmatched. Other Black Holes tear through the great expanse, fulfilling their one purpose: consume. Like you, their consumption leads to growth, and growth leads to power. As you and your counterparts expand, you will inevitably encounter one another and develop strategies for overtaking your unruly opponents. Ultimately, one Black Hole will emerge as the most powerful, and more importantly, largest— the “king” of the universe. Or, as the infinitesimally small creatures on Earth call it, ULTRAMASSIVE.

OBJECTIVE

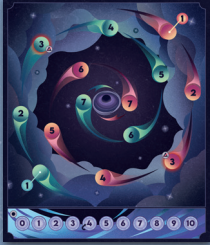
Finish the final Round with the most Solar Mass.

TABLE OF CONTENTS

Components	2
Game Setup	3
Key Component Setup	4
The Boards	5
Player Board	5
Scoreboard	6
Symbols	6
Cards & Tokens	7
Matter & Antimatter	7
Action Cards	8
Anomalies	8
Taking & Resolving Actions	11
Playing Action Cards	11
Gaining Resources	11
Orbiting	13
Siphoning	13
Activating Wormholes	14
Exchanging Discovery Counters for Solar Mass	14
Playing the Game	15
Round Setup	15
Resource Draft	16
Gain Drafted Resources	16
Player Turns	17
Solar Mass Bonus	17
Black Hole Expansion	17
End of the Game	19

COMPONENTS

4 Player Boards



1 Scoreboard



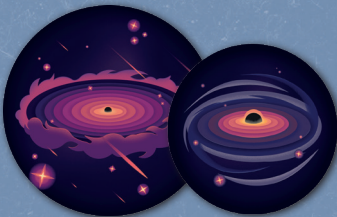
50 Action Cards



76 Anomaly Cards



8 Black Hole Cards



85 Matter & Antimatter Tokens



16 Wormhole Tokens



20 Player Discs



40 Cooldown Cubes



4 Player Reference Cards



- 1 Rulebook
- 1 Appendix
- 1 Quick Reference Sheet
- 1 Fast Start Guide

GAME SETUP

P Player Setup

Give each player the following:

- 1 Player Board
- 4 Wormhole Tokens
- 1 Player Reference Card
- 5 Player Discs of the same color
- 3 random Action Cards
- 10 Cooldown Tokens
- 1 of each Core Anomaly Card (4 cards total)

Place 1 Player Disc on the fourth space of your board's Discovery Track (marked with an arrow) and 1 Player Disc on the "0" space of your color on the Scoreboard. Place your remaining 3 Player Discs next to the Scoreboard for now.

Shuffle your 4 Core Anomaly Cards and randomly choose 2 of them. You may look at those 2 Anomaly Cards. Place your 2 chosen cards face down next to your board and return the rest to the game box. You will not need them for this game.

You may look at your Action Cards but do not reveal them to other players.

General Setup

A Lay out the remaining Anomaly Cards in the center of the table, grouping them by their type (Siphon, Matter, and Orbit). The next page explains their layout in more detail.

B Place the Matter and Antimatter tokens where all players can reach them. This is called the "Supply".

C Place the Scoreboard adjacent to the Anomaly Cards. It should be visible to all players.

D Assemble the remaining Action Cards into a deck and place it face down near the center of the table, leaving room for a discard pile.

E Set the Stellar and Supermassive Black Hole Cards to the side.

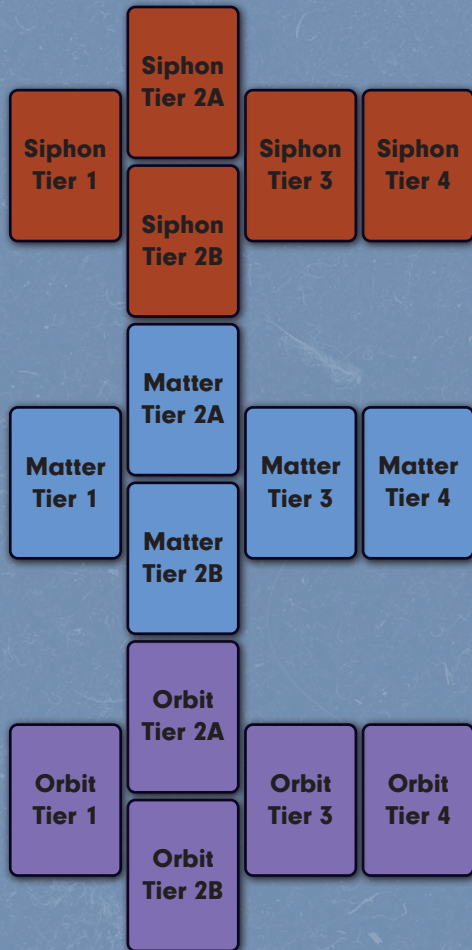
Continue to the next page for details on the setup of key components and how to determine a starting player.



KEY COMPONENT SETUP

Anomaly Cards

While there is no objectively correct way to set up the Anomaly Cards, it is highly recommended that you set them up according to the graphic below. Once you are familiar with the Anomaly Cards and their relationships to one another, feel free to set them up however you see fit.



There are 4 of each Anomaly Card (1 for each player in a game of 4 players). Create stacks of 4 of each Anomaly Card, then lay them out as depicted in the diagram above. Organizing them in this way distinguishes the different Anomaly types and displays their progression from left to right.

Determining the Starting Player

The player who went stargazing most recently goes first. Otherwise, choose a starting player at random. The starting player rotates clockwise at the beginning of each Round (see "Round Setup" on page 15).



Tip: Identify each Anomaly Card by its type and tier, located near the center of the card. This Anomaly Card, for example, is the **Siphon Tier 1** Anomaly.

Wormholes

Wormholes allow players to send Matter and Antimatter past large portions of their Black Hole Board, creating shortcuts to their Black Hole.

Place each of your Wormholes on the Spaces on your Black Hole Board before beginning the game. You may place them on any Spaces, however, you may not place 2 Wormholes on the same Space.

For new players, it is recommended that they place at least 1 of their Wormholes on a "1" Space and another Wormhole on a "7" Space.

All Wormholes begin the game open (blue side up) and are closed when they are Activated (see "Activating Wormholes" on page 14).



Open



Closed

THE BOARDS

PLAYER BOARD

Player Boards are where the action occurs in ULTRAMASSIVE. They consist of the Black Hole Board and Discovery Track. These boards have several features:

A Your Black Hole

Your Black Hole exists at the center of your Black Hole Board. Initially, it is a Primordial Black Hole. As it gains Solar Mass, it expands, becoming a Stellar Black Hole at 20 Solar Mass and a Supermassive Black Hole at 50 Solar Mass. Doing so changes the composition of your Black Hole Board.

B Channels

Each Black Hole Board consists of 2 Channels, the blue and the pink Channel, which spiral inward towards your Black Hole.

C Spaces

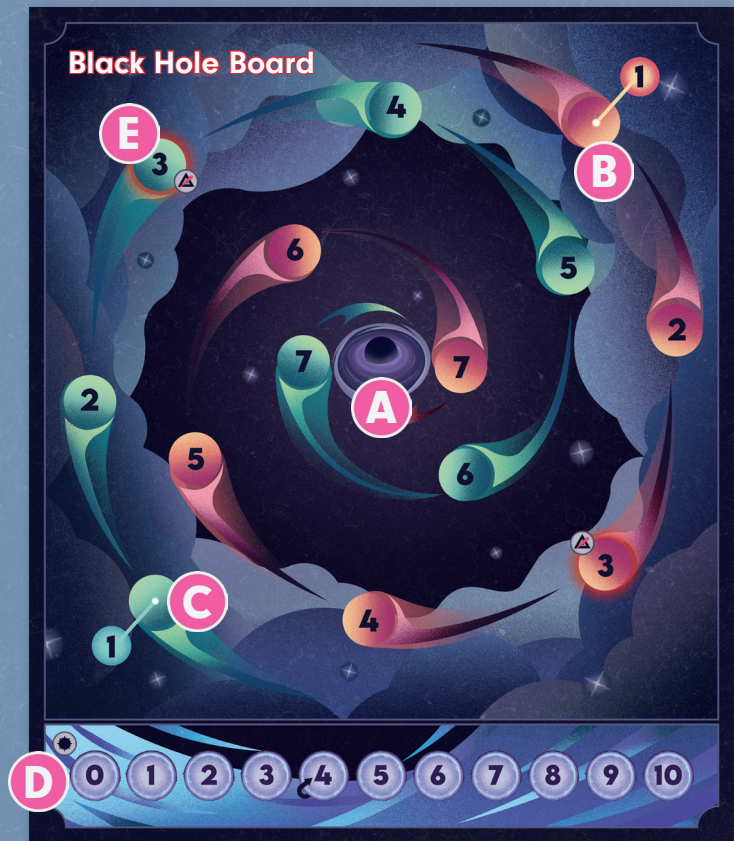
Matter and Antimatter tokens exist on the Spaces along the Channels of your Black Hole Board. Matter and Antimatter tokens move inward from 1 Space to the next until it reaches your Black Hole, where they are absorbed.

D Discovery Track

Move your Player Disc along the Discovery Track to indicate your available Discovery Counters. You may have a max of 10 Discovery Counters and a minimum of 0 Discovery Counters.

E Rift Spaces

The third Spaces in both Channels are Rift Spaces. When Antimatter lands on a Rift Space, it is immediately absorbed, as if it had landed on your Black Hole (see "Absorbing Matter & Antimatter" on page 7).



SCOREBOARD

The Scoreboard tracks the Solar Mass of each player's Black Hole as well as the current Round. It also displays the phases of each Round, the Resource Draft, and Siphon rewards.

A Solar Mass Track

Beginning at 0, each player moves their Player Disc along the Solar Mass Track as their Black Hole gains or loses Solar Mass. **If your score exceeds 100, move your Player Disc to the beginning of the Solar Mass Track and continue to tally your Black Hole's Solar Mass beyond 100.**

B Black Hole Thresholds

20, 50, and 100 are highlighted to reflect the Solar Mass thresholds for Stellar, Supermassive, and ULTRAMASSIVE Black Holes, respectively (see "Black Hole Expansion" on page 18).

C Round Tracker

There are 6 Rounds in a game of ULTRAMASSIVE. Player Discs are used to track each Round. At the end of every 2 Rounds, all Wormholes open and players may reposition them on their Black Hole Boards (see "Round Setup" on page 15).

D Round Phases

These phases are repeated each Round, in order, starting with the Resource Draft. All players must complete each phase before moving onto the next phase.

E Resource Draft

Following the turn order, players take turns choosing 1 Resource from each of the 2 Draft sets—labeled "1" and "2" (see "Resource Draft" on page 16).

F Siphon Rewards

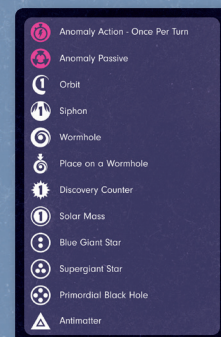
Each time a player takes a Siphon action, they choose to gain 1 of the 2 Resources corresponding to their current Black Hole size (or previous Black Hole sizes). The sizes and their respective Resource rewards are displayed here (see "Siphoning" on page 13).



SYMBOLS

Matter, Antimatter, Anomaly effects and actions are represented by symbols. They are listed on the back of the Player Reference Cards.

- Blue Giant Star
- Supergiant Star
- Primordial Black Hole
- Discovery Counter
- Solar Mass
- Siphon
- Orbit
- Wormhole
- Antimatter
- Place on a Wormhole
- Anomaly Action - Once Per Turn
- Anomaly Passive



CARDS & TOKENS

MATTER & ANTIMATTER



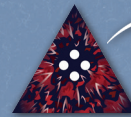
Blue Giant Star



Supergiant Star



Primordial Black Hole



Major Antimatter



Minor Antimatter



The value of each type of Matter and Antimatter is displayed in the center of the respective token. The 3 Matter tokens (Blue Giant Star, Supergiant Star, and Primordial Black Hole) and the Major Antimatter token each display the number of dots equal to that token's Solar Mass value (e.g. the Blue Giant Star has 2 dots in the center and is worth 2 Solar Mass). The Minor Antimatter token (on the back side of the Major Antimatter token) is worth 1 Discovery Counter.

Absorbing Matter & Antimatter

Matter which reaches your Black Hole is absorbed. Treat your Black Hole as the eighth Space in both Channels on your board. When Matter reaches your Black Hole, add its Solar Mass value to your Black Hole's Solar Mass (represented on the Solar Mass Track), then return all absorbed Matter tokens to the Supply.

Antimatter is absorbed when it reaches your Black Hole **or when it lands on a Rift Space**. When you absorb Antimatter, add its value (either 1 Discovery Counter or 4 Solar Mass) to the corresponding Track (either your Discovery Track or the Solar Mass Track).



Important: Antimatter must **land** on a Rift Space in order for it to be absorbed there (ie. it must come to rest on a Rift Space as the result of an Orbit or Wormhole action). If an action causes Antimatter to pass a Rift Space, the Antimatter is not absorbed.

ACTION CARDS

Utilizing Action Cards to their fullest potential is integral to a winning strategy in ULTRAMASSIVE. Below are the features of the Action Cards.

A Card Type

Each Action Card has a card type that relates to its action. There are 3 card types:

- Siphon
- Matter
- Orbit

B Primary Action(s)

Each Action Card has 1 or more Primary Actions to perform in order from top to bottom.

C Empowered Effect

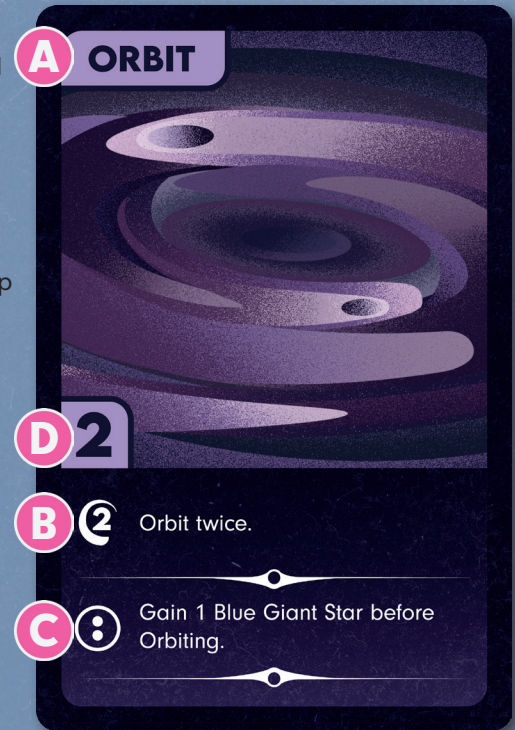
All Action Cards have an Empowered Effect listed within brackets below its Primary Action. For a player to use a card's Empowered Effect, they must have the **Tier 3 Anomaly of the same type** as the Action Card.

Empowered effects are optional. However, if you choose to use the Empowered Effect on an Action Card, **you must use the card's Empowered Effect in its entirety before taking another action.**

The symbol(s) to the left of the Empowered Effect represents the action or Resource gained through that effect. The same is true for the card's Primary Action(s).

D Power

Some Anomalies allow players to discard Action Cards and gain Resources based on that card's Power.



ANOMALIES

Anomalies are the bedrock of your strategy. The Anomalies you acquire over the course of the game will grant you additional, unique actions and reward you for a variety of actions and outcomes.



A Name

The name of the Anomaly Card.

B Type

Like Action Cards, each Anomaly Card has a type which defines the action it relates to.

C Tier

The 3 main Anomaly types (Siphon, Matter, and Orbit) each contain 4 tiers. Core Anomalies are structured differently and are explained on the next page.

D Discovery Cost

Players must spend Discovery Counters to acquire Anomalies. The Discovery cost of each Anomaly increases by tier.

E Anomaly Effects

Anomaly Effects are the actions and rewards each Anomaly provides the player once it is acquired. Players may use these effects each Round for the rest of the game.

Discovering Anomalies

Players may spend Discovery Counters to Discover Siphon, Matter, and Orbit Anomalies at the beginning of each of their turns. Core Anomalies, however, are Discovered when players' Black Holes expand, and do not require players to spend Discovery Counters (see "Black Hole Expansion" on page 18).

When Discovering an Anomaly, pay its Discovery cost by moving the Player Disc on your Discovery Track to reflect your new Discovery Counter total. Then take your chosen Anomaly Card and place it in front of you, adding it to your Black Hole's Anomaly collection.



Once a player Discovers an Anomaly, they keep that Anomaly for the rest of the game and may use it each Round. Discovered Anomalies cannot be replaced or returned.

Anomaly Tiers & Progression

Each of the 3 main Anomaly types (Siphon, Matter, and Orbit) have 4 tiers, beginning at Tier 1 and ending at Tier 4. The second tier of each Anomaly type is split into Tier 2A and Tier 2B.



An additional set of 4 Anomalies, called **Core Anomalies**, provide unique effects outside of the 3 primary actions.



Anomalies of the same type must be Discovered in order, starting with Tier 1 (e.g. Matter Tier 4 may be Discovered only after Discovering Matter Tier 3, etc.). Each player may Discover Anomalies of different types but must always Discover them in order, by tier. Each player may only Discover each Anomaly once.

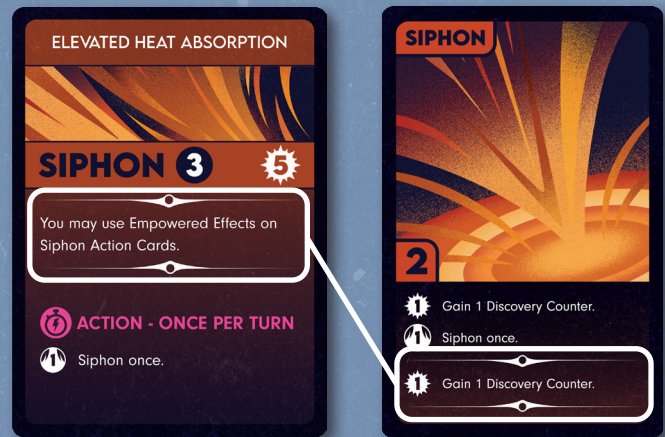
Each player may Discover only 1 of the Tier 2 Anomalies of each type (e.g. you cannot Discover the Siphon Tier 2A and Siphon Tier 2B Anomalies).

Each time your Black Hole expands, you may Discover 1 of the 2 Core Anomalies you drew at the beginning of the game. Core Anomalies may be Discovered in any order.

Anomaly Tiers & Progression Cont.

Once a player Discovers the third Anomaly of any given Anomaly type, they gain access to the Empowered Effects on corresponding Action Cards (e.g. Discovering the Tier 3 Siphon Anomaly grants access to Empowered Effects on Siphon Action Cards).

Core Anomalies do not have any corresponding Empowered Effects.



Anomaly Effects



Anomaly Passives modify the way your Black Hole operates, granting inherent benefits and rewards based on actions you, or other players, take. **Anomaly Passives are always in effect**, so you benefit from them whenever their conditions are met, regardless of the current Round phase.



An Anomaly Action - Once Per Turn may only be used once during a player's Action Phase (as the name implies). **Anomaly Actions can only be used during the Action Phase of the player's turn.**

Using Cooldown Tokens

As you collect Anomalies, it can be helpful to mark which Anomaly Actions you have used during each of your turns with Cooldown Tokens. To do so, place a Cooldown Token on each Anomaly Action as you use it. When you finish your turn, remove the Cooldown Tokens and set them off to the side of your Anomalies for use next Round.

You do not need to do this with Passive effects because their usage is unlimited. However, you may use Cooldown Tokens in whatever ways you see fit— their usage is optional and flexible.



TAKING & RESOLVING ACTIONS

When taking any action, always complete the action in its entirety before absorbing any Matter or Antimatter and before taking another action.

PLAYING ACTION CARDS

You may play up to 2 Action Cards during the Action phase of your Player Turn (see "Player Turns" on page 17). To play an Action Card, take the card you wish to play from your hand and place it face up on the table in front of you, then carry out its actions in order **from top to bottom**.



Leave the Action Cards you played during your Action phase on the table until the end of the Action phase- this helps to track how many Action Cards you have played during the turn. At the end of your Action phase, discard the Action Cards you played this turn.

Place discarded cards face up in a pile near the Action Deck. If the last card of the Action Deck is drawn, shuffle the discard pile and place it face down before continuing to draw.

Important: discarding an Action Card through the use of Anomaly Actions does not count as playing that Action Card. When discarding an Action Card, do not use any of its Primary Actions or Empowered Effects. There is no limit to the number of Action Cards you can discard during your Action phase (so long as you have Anomalies that allow you to do so).

GAINING RESOURCES

Matter

Matter is gained through Action Cards, Anomalies, and the Resource Draft. When you gain Matter, unless otherwise specified, place it on the first Space in either Channel on your Black Hole Board.

Multiple Matter tokens of any kind can be stacked on a single Space, however, **the total Solar Mass of all Matter tokens on the same Space cannot exceed 8 Solar Mass**. If you cannot place a Matter token without exceeding this limit, you may not place that Matter token. Return it to the Supply.



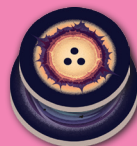
GAINING RESOURCES CONT.

Tip:

When an Anomaly references a "Stack of Matter", this refers to all the Matter tokens on a single Space. **This includes "Stacks" of only 1 Matter token.**

Thus, a Stack of Matter cannot exceed 8 Solar Mass.

Examples of a "Stack of Matter":



1 Primordial Black Hole &
1 Supergiant Star



1 Blue Giant Star

Antimatter

Antimatter is gained through the Resource Draft and the Beta Core Anomaly. Like Matter, when you gain Antimatter, place it on the first Space in either Channel on your Black Hole Board, unless otherwise specified.

Antimatter cannot be placed on a Space with any other Antimatter token.

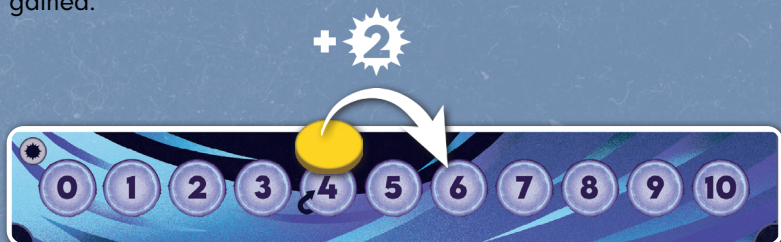


If any Antimatter token is placed on a Space with any Matter tokens on it or any Matter token is placed on a Space with any Antimatter token, the Antimatter detonates, destroying all Matter and Antimatter tokens on that Space. **Remove all Matter and Antimatter tokens** from that Space and return them to the Supply.



Discovery Counters

When gaining Discovery Counters, move your Player Token along your Discovery Track to reflect the number of Discovery Counters you gained.



ORBITING

Orbiting allows you to move Matter and Antimatter through the Channels on your Black Hole Board. You may Orbit your Channels through Action Cards, Anomalies, and the Resource Draft.

To Orbit, choose 1 Channel on your Black Hole Board. Move each Stack of Matter and Antimatter **only in that Channel** inward 1 Space. If you are Orbiting more than once (e.g. with an "Orbit twice" Action Card), move each Stack of Matter and Antimatter in the chosen Channel inward the number of Spaces equal to that Orbit action.

Any Matter or Antimatter that Orbits into your Black Hole is absorbed (see "Absorbing Matter & Antimatter" on page 7).

Important: like other actions, **you must finish your Orbit action before adding Solar Mass to your Black Hole.** This is especially important for Orbit actions as doing so ensures your Black Hole expands at the appropriate times.

Tip: to make Orbiting easier and more consistent, start each Orbit action by first moving the token(s) closest to your Black Hole inward, followed by the second closest token(s), then the third, and so on.



Example: Yellow uses an Orbit action to Orbit their blue Channel twice. First, they move the Supergiant Star token, because it is the inner-most token in their blue Channel, inward 1 Space onto their Black Hole. Since the Black Hole represents the final Space in both the blue and pink Channels, this Supergiant Star token stops moving after just 1 Orbit. Next, Yellow moves the Blue Giant Star token inward 2 Spaces. Now that all of the tokens in the blue Channel have been Orbits, this Orbit action is complete. Yellow can now absorb the Supergiant Star token which landed on their Black Hole, gaining 3 Solar Mass.

SIPHONING

Your Black Hole can siphon energy from nearby stars. When using a Siphon action, first refer to the Siphon Track on the Scoreboard and identify the current size of your Black Hole. Choose 1 of the available Resources displayed on the Siphon Track which corresponds with the size of your Black Hole. Immediately gain your chosen Resource.

After expanding to the next Black Hole size, you may still choose from the Resources available at previous Black Hole sizes. (e.g. if you Siphon when your Black Hole is Stellar, you may choose 1 Resource from the Stellar **or** Primordial options on the Siphon Track).

Example: Yellow uses a Siphon action. Because their Black Hole is Primordial, they may gain either 1 Blue Giant Star or 1 Discovery Counter, as indicated on the Siphon Track. Yellow chooses the Blue Giant Star and immediately places it on their Black Hole Board.

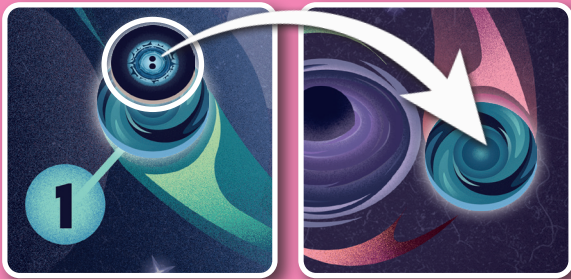


ACTIVATING WORMHOLES

During the Action phase of your Player Turn, you may Activate 1 or more pairs of Wormholes. You may Activate any 2 Wormholes on your board, however, they must both be open.

When a Wormhole is Activated, it exchanges **all** Matter or Antimatter token(s) currently occupying it with the Matter or Antimatter token(s) occupying the other Activated Wormhole. Wormholes do not need to have Matter or Antimatter on them in order to Activate them. After exchanging Matter and/or Antimatter tokens between the Activated Wormholes, both Wormholes close. To close a Wormhole, flip the token to the closed side and vice versa to open it.

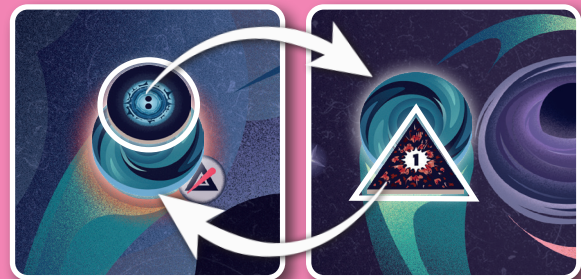
Example 1/2: Yellow Activates a pair of Wormholes. 1 Wormhole is on the first Space in their blue Channel and holds 1 Blue Giant Star token; the other Wormhole is on the seventh Space in their pink Channel and has no Matter or Antimatter tokens on it. By Activating these 2 Wormholes, Yellow immediately moves the Blue Giant Star to the Wormhole on the seventh Space.



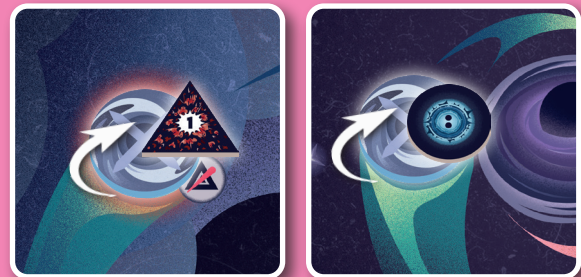
Both Wormholes then close. This Wormhole Activation is now complete.



Example 2/2: Red Activates a pair of Wormholes. 1 Wormhole is on the Rift Space in their blue Channel and holds 1 Blue Giant Star token; the other Wormhole is on the seventh Space in their blue Channel and has 1 Minor Antimatter token on it. By Activating these 2 Wormholes, Red immediately moves the Blue Giant Star to the Wormhole on the seventh Space and moves the Minor Antimatter to the Wormhole on the Rift Space.



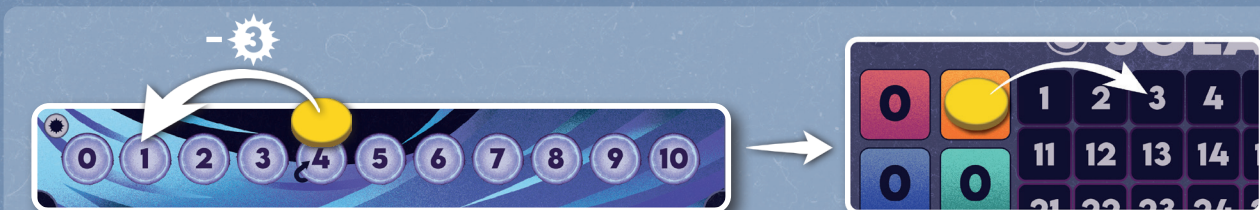
Both Wormholes then close. This Wormhole Activation is now complete.



Because the Minor Antimatter landed on a Rift Space, it is immediately absorbed. Red returns that token to the Supply and gains 1 Discovery Counter.

EXCHANGING DISCOVERY COUNTERS FOR SOLAR MASS

At any time during the Action phase of your Player Turn, you may exchange any number of Discovery Counters for Solar Mass. Each Discovery Counter is worth 1 Solar Mass. **You may do this as many times as you want during your Action phase, so long as you have Discovery Counters to exchange.**



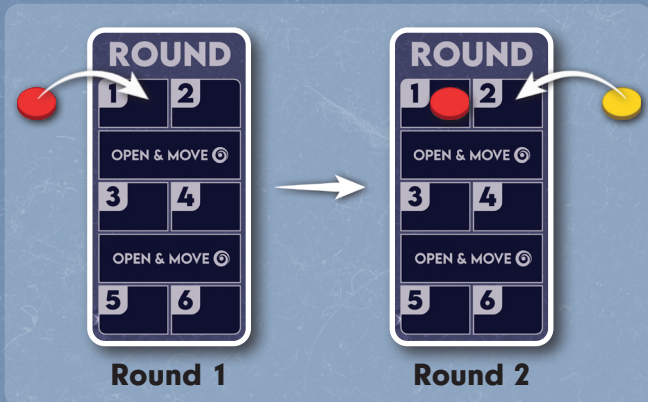
PLAYING THE GAME

ROUND SETUP

ULTRAMASSIVE is played over the course of 6 Rounds, each of which is comprised of 4 phases. Once the sixth Round is concluded, the game ends.

Round Tracker Setup

After determining the game's starting player, place that player's disc on the first space on the Round Tracker.



Turns are taken in clockwise order in ULTRAMASSIVE. The next player in the turn order will start the following Round by placing their Player Disc on the next open space on the Round Tracker.

At the end of every 2 Rounds, **all Wormholes open and players may move them as they please** (see "Activating Wormholes" on page 14).

OPEN & MOVE

Resource Draft Setup

After placing the starting player's disc on the Round Tracker, place each player's disc on the 2 Resource Draft sets.

For the first Draft set, place the players' discs in clockwise turn order beginning with the Round's starting player.



Then, for the second Draft set, place players' discs in reverse turn order. The Round's starting player should have the first pick in the first Draft set and last pick in the second Draft set.



Beginning the Round

After setting up the Round Tracker and Resource Draft, you may start the Round. Follow the Round phases in order from left to right according to the graphic on the Scoreboard. Start each Round with the Resource Draft.

RESOURCE DRAFT

GAIN DRAFTED
RESOURCES

PLAYER TURNS

SOLAR MASS
BONUS

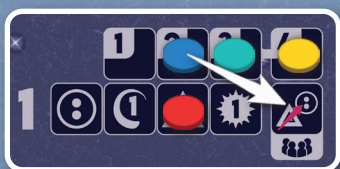
RESOURCE DRAFT

Each Round begins with players taking turns choosing Resources from the Resource Draft. Once the Draft concludes, each player immediately gains all of their chosen Resources.

Beginning with the Round's starting player, choose Resources from the first Draft set. The starting player may choose from any of the Resources displayed in the first Draft set.



The next player then chooses from any of the remaining Resources. **You cannot choose a Resource that has already been chosen by another player during this Draft set.**



Continue until all players have selected a Resource from the first Draft set. Then, immediately repeat this process with the second Draft set, starting with the player that chose last in the first Draft set.



If there are less than 4 players, choose from only the first 4 Resources. The rightmost Resource is only available in 4 player games. This is true for both Draft sets.

Example 1/2: in a game of 4 players, the Resource Draft sets should look like some variation of this upon the conclusion of both Drafts.



GAIN DRAFTED RESOURCES

Once all players have chosen a Resource from the first and second Draft sets, all players gain their drafted Resources simultaneously. **You must gain all the Resources and use all the actions you selected during the Resource Draft.**



Gain 1 Blue Giant Star/Supergiant Star.



Gain 1/2 Discovery Counters.



Use 1 Orbit action.



The player who chose Antimatter gains 1 Major Antimatter. All other players gain 1 Minor Antimatter. Do this for each Antimatter chosen during the Resource Draft.



Remove any Antimatter token from your Black Hole Board or from your drafted Resources this Round. Do not gain Solar Mass or Discovery Counters when you do so. Then gain 1 Blue Giant Star.

You may gain and use your drafted Resources in any order. Collect your drafted Resources beside your board before placing them on your board.

Important: you only gain drafted Resources during this phase- you cannot use Anomaly Actions, Action Cards, Wormholes, or exchange Solar Mass for Discovery Counters during this phase. However, Anomaly Passives may trigger during this phase.

Once all players have gained/used their drafted Resources, advance to the Player Turn phase.

Example 2/2: in the example above, Yellow chose a Blue Giant Star in the first Draft set, followed by an Orbit action in the second Draft set. Since Red chose Antimatter in the first set, Yellow will also gain a Minor Antimatter.

Yellow chooses to first place the Minor Antimatter, then Orbits their blue Channel. Lastly, Yellow places their Blue Giant Star.



PLAYER TURNS

The Player Turn is broken up into a series of phases which must be taken in order, beginning with the Discover phase and ending with the Draw phase. **Players take their turns simultaneously.** Each player may proceed through these phases at their own pace.

Tip: For first-time players, it is recommended that players take their turns 1 at a time so that all players may learn through observation. You may switch to simultaneous player turns at any time—this will not affect gameplay.

PLAYER TURNS

- 1. Discover**
You may Discover 1 Anomaly.
- 2. Action Phase**
All actions are optional and may be used in any order.
 - Play up to 2 Action Cards.
 - Use Anomaly Actions.
 - Activate one or more pair(s) of open Wormholes.
 - Exchange Discovery Counters for Solar Mass.
- 3. Draw**
Draw until you have 3 Action Cards in your hand.

Player Reference Card - Turn Phases

Use the front of the Player Reference Card as needed to keep track of your turn. This card lists all of the turn phases in order, the actions you may use during each phase, and the limitations of each action.

1. Discover Phase

You may spend Discovery Counters to Discover an Anomaly. If you do not have enough Discovery Counters to spend for any Anomaly, or, you do not want to Discover an Anomaly this Round, you may choose not to do so.

If you Discover an Anomaly during this phase, you may use it immediately during your Action phase this same Round.

2. Action Phase

The Action phase is the core of your turn. This is when you will take the majority of your actions and gain the bulk of your Solar Mass. You have several different actions you can take during this phase, **all of which are optional and may be used in any order:**

- Play up to 2 Action Cards (see “Playing Action Cards” on page 11).
- Use Anomaly Actions (see “Anomaly Effects” on page 10).
 - Any Core Anomalies you Discover during this phase as a result of your Black Hole expanding may be immediately used (see “Black Hole Expansion” on page 18).
- Activate 1 or more pair(s) of Wormholes (see “Activating Wormholes” on page 14).
 - You may Activate as many pairs of Wormholes on your turn as you want, so long as you have open Wormholes on your board to Activate.
- Exchange Discovery Counters for Solar Mass (see “Exchanging Discovery Counters for Solar Mass” on page 14).

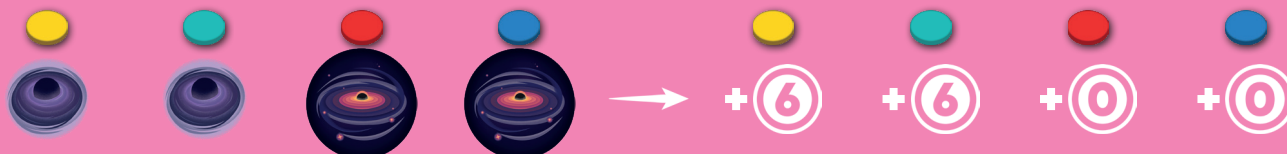
3. Draw Phase

Draw until you have 3 Action Cards in your hand.

SOLAR MASS BONUS

Once all players have finished their Player Turns, identify the size of each player’s Black Hole. For each player whose Black Hole is larger than yours, gain 3 Solar Mass.

Example: Yellow and Teal’s Black Holes are Primordial while Red and Blue’s Black Holes are Stellar. Yellow and Teal each gain 6 Solar Mass— 3 for each Black Hole larger than theirs. Red and Blue do not receive bonus Solar Mass.



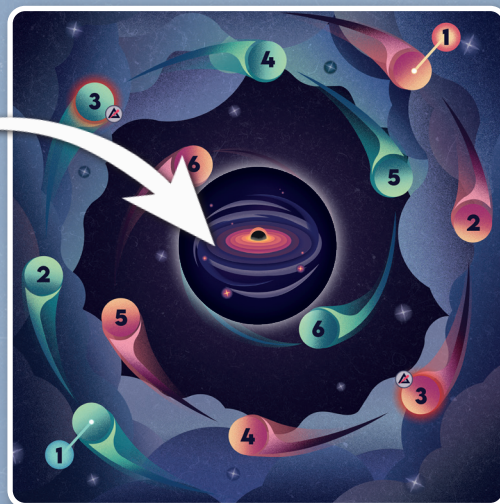
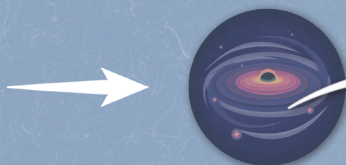
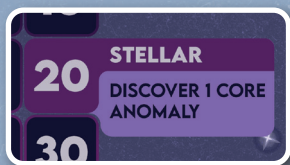
BLACK HOLE EXPANSION

As your Black Hole absorbs Solar Mass, it increases in size. As your Black Hole grows, your Black Hole Board changes.

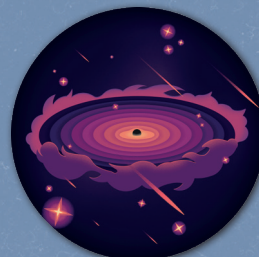
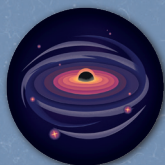
If, after gaining Solar Mass, your Black Hole's Solar Mass reaches or eclipses the Stellar or Supermassive thresholds on the Solar Mass Track, place the corresponding Black Hole Card in the center of your Black Hole Board. The new Black Hole Card should completely cover the Primordial Black Hole as well as the inner Spaces of both Channels. The number of Spaces covered depends on the size of the Black Hole Card.

Then, **Discover 1 of the 2 Core Anomaly Cards you drew at the beginning of the game.**

1. EXPAND



2. DISCOVER 1 CORE ANOMALY



When your Black Hole reaches 20 Solar Mass, it becomes Stellar. Place the Stellar Black Hole Card on your Black Hole Board, covering the seventh Spaces in both Channels and shortening the distance Matter and Antimatter must travel to reach your Black Hole.

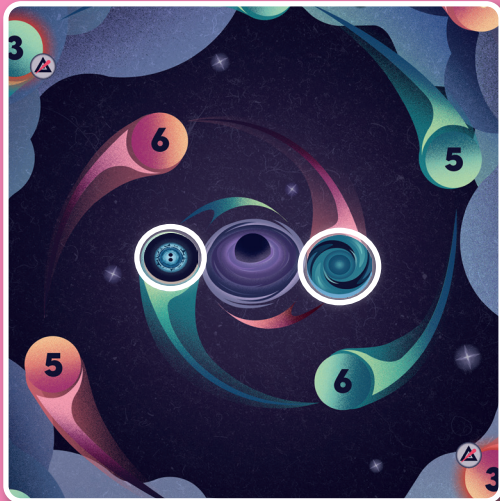
When your Black Hole reaches 50 Solar Mass, it becomes Supermassive. Place the Supermassive Black Hole Card on your Black Hole Board, covering the sixth Spaces in both Channels.

Most of the time, your Black Hole will expand during your Action phase. When it does, complete the expansion process, then continue with your Action phase. You may immediately use the Core Anomaly you Discovered. Should your Black Hole expand at any time other than during your Action phase, complete the expansion process normally with the exception that you cannot immediately use your new Core Anomaly's actions (Anomaly Actions can only be used during the Action phase).

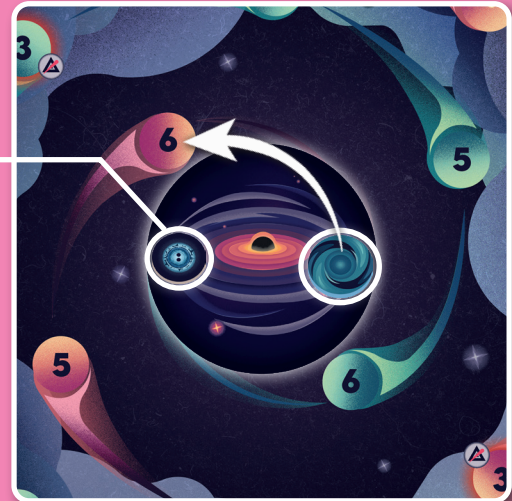
BLACK HOLE EXPANSION CONT.

When expanding, if your new Black Hole Card covers Spaces on your board that currently hold Matter or Antimatter tokens, those tokens are immediately absorbed.

Additionally, if your new Black Hole covers any of your Wormholes, **Orbit only those Wormholes outward in their respective Channels** to the first available Space(s) that is not covered by your Black Hole. These Wormholes may land on Spaces with Stacks of Matter or Antimatter, but they may not occupy the same Space as another Wormhole.



ABSORBED



Example: Yellow's Black Hole expands to Stellar. Because the Stellar Black Hole Card covers the seventh Space in both Channels, it immediately absorbs the Blue Giant Star occupying the seventh Space in the blue Channel. Additionally, the Wormhole on the seventh Space in the pink Channel now overlaps with the Black Hole. Yellow Orbits that Wormhole outward to the sixth space in their pink Channel.

END OF THE GAME

On the sixth Round, once all players have completed the Action phase of their Player Turns, the game ends. Do not draw Action Cards. Skip the Solar Mass Bonus phase.

The player with the most Solar Mass wins the game.

If there is a tie, count the Solar Mass value of all the remaining Matter and Antimatter tokens on each tied player's board (each Minor Antimatter token counts as 1 Solar Mass). Ignore Anomaly effects which modify Matter and Antimatter values. The player with the most Solar Mass remaining on their board wins.

If there is still a tie, count the amount of Discovery Counters each tied player spent on Anomalies. The player who spent the most Discovery Counters on Anomalies wins.

If there is **still** a tie, the tied player with the most remaining open Wormholes wins.

If there is still a tie, the tied players share the win.