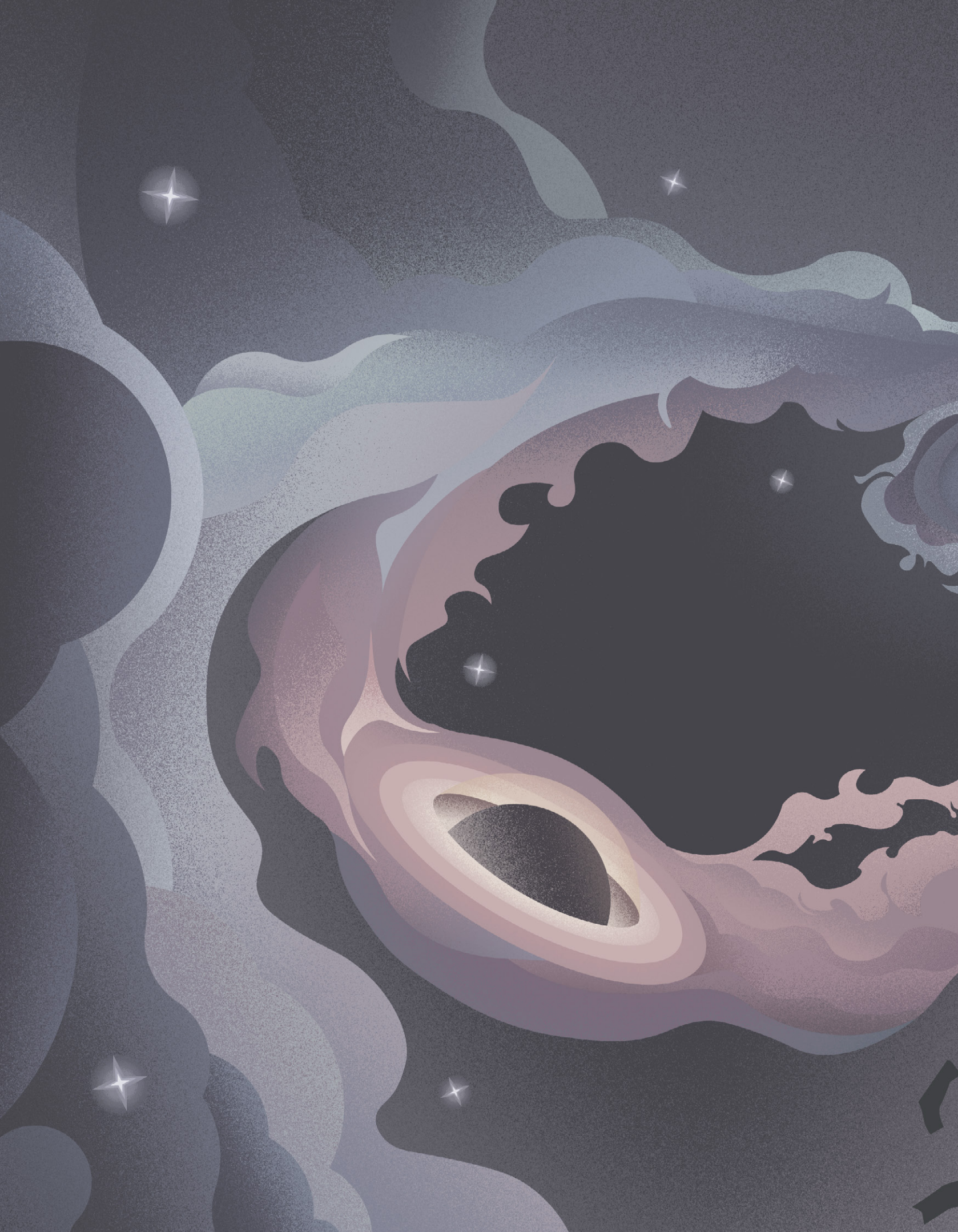


ULTRAMASSIVE

DESIGNED BY **ALEX GREENBERG & JACOB PHILLIPS**
ART BY **DAYANARA AGILA & ALEX GREENBERG**



STUDIO
UNKNOWN



You are a Black hole.

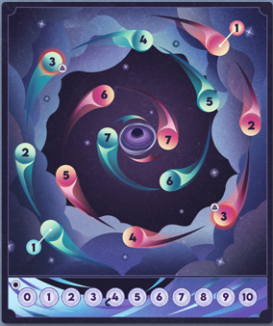
Enormous, by all standards of the universe, and entirely ungovernable. But your daunting size and power is not unmatched. Other Black Holes tear through the great expanse, fulfilling their one purpose: consume. Like you, their consumption leads to growth, and growth leads to power. As you and your counterparts 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.

COMPONENTS & SETUP

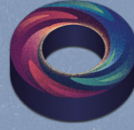
4 Player Boards



1 Scoreboard



1 Starting Player Token



1 Round Tracker Token



10 Challenge Cards (Solo)



18 Resource Cards (Solo)



24 Core Anomaly Cards



10 Resource Draft Tokens



1 Rulebook

1 Appendix

1 Quick Reference Sheet

60 Siphon, Matter and Orbit Anomaly Cards



50 Action Cards



4 Player Reference Cards



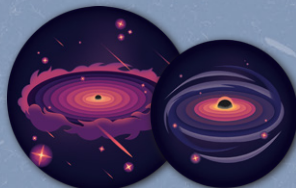
88 Matter and Antimatter Tokens



16 Wormhole Tokens



8 Black Hole Cards



40 Cooldown Tokens



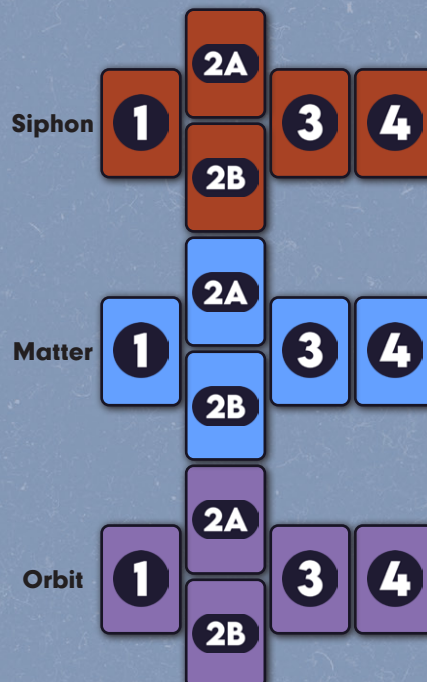
16 Player Discs (4 Colors of Each)



General Setup

- Lay out the Siphon, Matter, and Orbit Anomaly Cards in the center of the table, grouping them by their type (see *Recommended Anomaly Setup* below).
- Place the Scoreboard somewhere visible to all players and place the Round Tracker Token on the 1 space on the Scoreboard's Round Track.
- Create a supply of Matter and Antimatter tokens where all players can reach them.
- Shuffle the Action Cards into a face down deck, leaving room for a discard pile.
- Set the Black Hole Cards to the side.

Recommended Anomaly Card Setup



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 to the left. There are 4 of each Anomaly Card. Create stacks of 4 of each Anomaly Card.

Once you are familiar with the Anomaly Cards and their relationships to one another, feel free to set them up however you see fit.



P Player Setup

Give each player:

- 1 Player Board
- 1 Player Reference Card
- 4 Player Discs of the same color
- 4 Wormhole tokens
- 10 Cooldown tokens
- 3 random Action Cards
- 1 of each Core Anomaly Card (*Alpha, Beta, Gamma, Delta, Epsilon, Omega*)

Shuffle your 6 Core Anomaly Cards and randomly choose 3. Set them to the side of your board. You may look at them. Return the rest to the game box.

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

Place all of your Wormhole tokens face up (blue side up) on the spaces of your Black Hole Board. 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.

Give the Starting Player Token to the starting player. The player who went stargazing most recently goes first. Otherwise, choose a starting player at random.

Resource Draft Setup

On the Scoreboard, locate the section labeled "Resource Draft". For the first draft (labeled "1"), place the players' discs in clockwise turn order beginning with the Round's starting player. For the second draft (labeled "2"), place players' discs in reverse turn order. The starting player should have the first pick in the first draft and last pick in the second draft each Round.



Other Player Disc Setup

Place your Player Disc with the Solar Mass symbol on the "0" space of your color on the Scoreboard.



Place your Player Disc with the Discovery Counter symbol on the "4" space on the Discovery Track on your Player Board.



THE BOARDS

PLAYER BOARD

A Your Black Hole

Your Black Hole exists at the center of your Black Hole Board. It starts the game as a Primordial Black Hole.

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

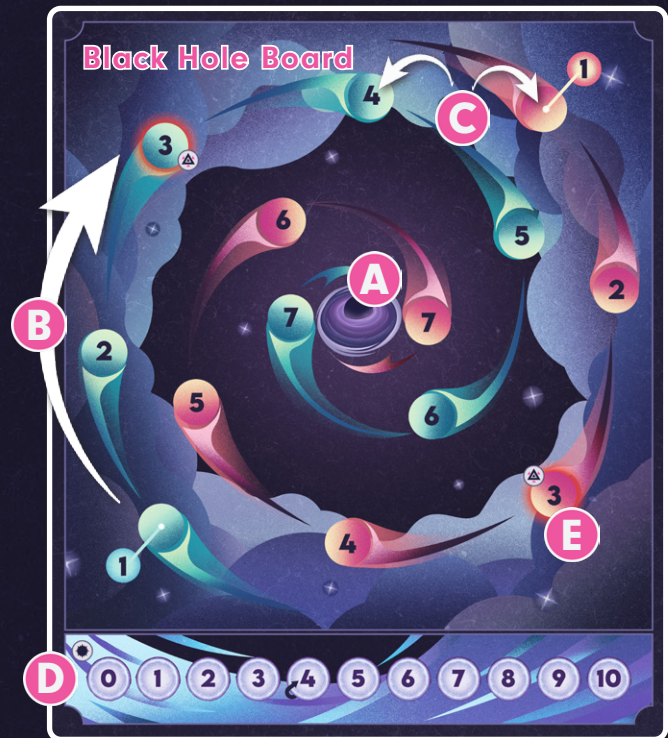
There are 7 spaces in each Channel. Matter and Antimatter tokens move inward along these spaces until they reach your Black Hole, where they are absorbed.

D Discovery Track

Move your Player Disc along the Discovery Track to indicate your available Discovery Counters.

E Rift Spaces

The third spaces in both Channels are Rift Spaces.



SCOREBOARD

A Solar Mass Track

Beginning at 0, each player moves their Player Disc along the Solar Mass Track as their Black Hole gains Solar Mass.

B Black Hole Thresholds

20, 50, and 100 are highlighted to reflect the Solar Mass required to expand to Stellar, Supermassive, and ULTRAMASSIVE Black Holes, respectively (see "Expand Your Black Hole" on page 12).

C Round Track

Move the Round Tracker Token along this track as you advance through each Round.

D Round Phases

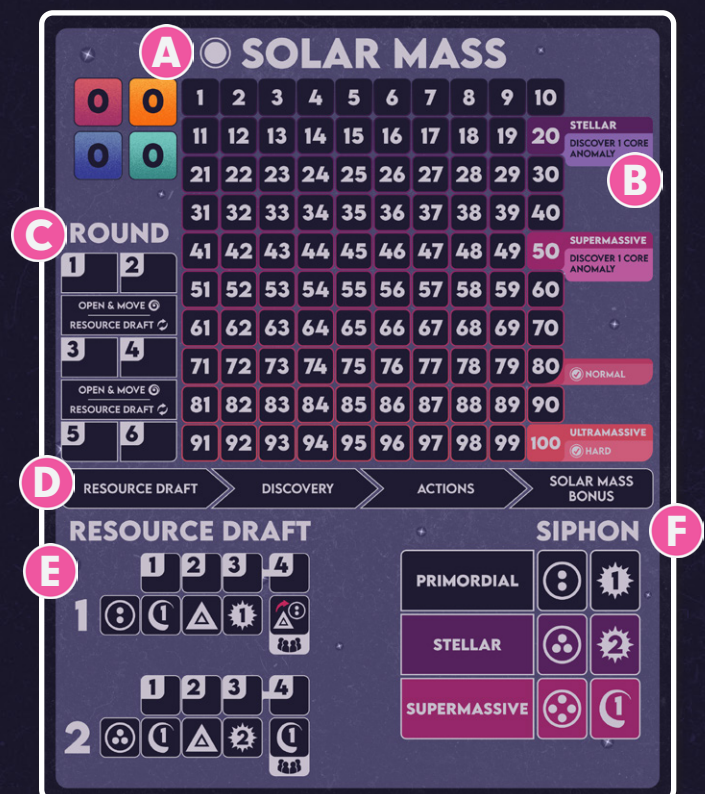
These phases are repeated each Round, in order from left to right, starting with the Resource Draft.

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 Phase" on page 6).

F Siphon Rewards

Displays the Resources a player may take each time they use a Siphon effect (see "Siphon" on page 10).



When you exceed 100 Solar Mass, flip your Solar Mass Player Disc over to the "100" side and continue counting your Solar Mass from the "1" space on the Solar Mass Track.



THE CARDS

ACTION CARD

A Card Type

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

- Siphon
- Matter
- Orbit

B Primary Effect(s)

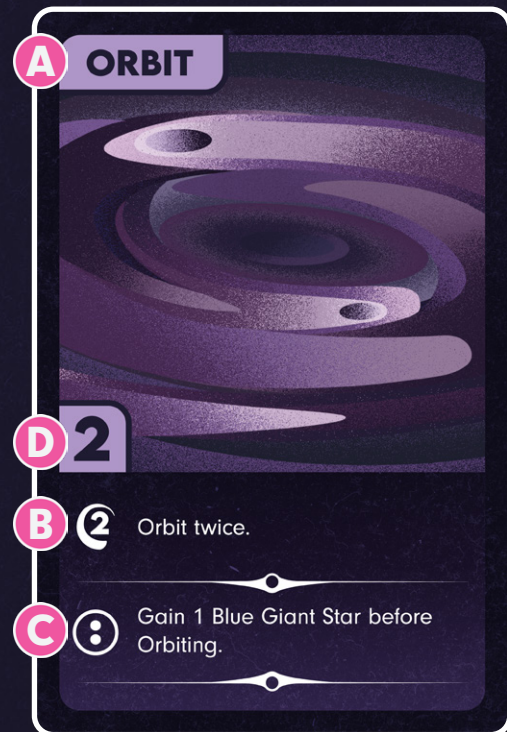
Each Action Card has 1 or more Primary Effects to be performed from top to bottom.

C Empowered Effect(s)

All Action Cards have an Empowered Effect listed within brackets below its Primary Effect (see "Play Action Cards" on page 9).

D Power

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



ANOMALY

A Name

The name of the Anomaly Card.

B Type

Like Action Cards, each Anomaly Card has a type which relates to its effects and passives.

C Tier

The 3 main Anomaly types (Siphon, Matter, and Orbit) each contain 4 tiers.

D Discovery Cost

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

E Passives & Effects

Each Anomaly contains a passive ability, effect, or both.

PASSIVE

Anomaly Passives are always in effect. You benefit from them whenever their conditions are met, regardless of the phase.

EFFECT - ONCE PER TURN

Anomaly Effects can only be used once per Round and only during the Actions phase.



PLAYING THE GAME

OBJECTIVE

Over the course of 6 Rounds, Discover Anomalies, gain Solar Mass, and expand your Black Hole. The player with the most Solar Mass at the end of the 6th Round wins.

ROUND STRUCTURE

Each Round is broken up into 4 phases. Each Round begins with the Resource Draft phase, followed by the Discovery phase, Actions, and finally the Solar Mass Bonus.



RESOURCE DRAFT PHASE

Beginning with the Round's starting player, choose Resources from the first Draft set (labeled "1"). The starting player may choose from any of the Resources displayed in the first Draft set.

You cannot choose a Resource that has already been chosen by another player. The rightmost space is only available in 4 player games.

Continue until all players have selected a Resource from the first Draft set. Then, before gaining/using any drafted Resources, immediately repeat this process with the second Draft set (labeled "2"), starting with the player that chose last in the first Draft set.

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 may gain and use your drafted Resources in any order, however, you must gain and use them all, if possible.**

Important: you cannot use Anomaly Effects, Action Cards, Wormholes, or exchange Solar Mass for Discovery Counters during this phase. However, Anomaly Passives may trigger.

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

Draft Spaces

The player who chose Antimatter gains 1 Major Antimatter. All other players gain 1 Minor Antimatter.

Orbit once/twice/three times.

Gain 1 Blue Giant Star/Supergiant Star/Primordial Black Hole.

Gain 1/2/3 Discovery Counters.

Discard up to 3 Action Cards. Draw that many Action Cards and gain that many Solar Mass.

Example: Drafting Resources



Repeat this process for the second Draft set.

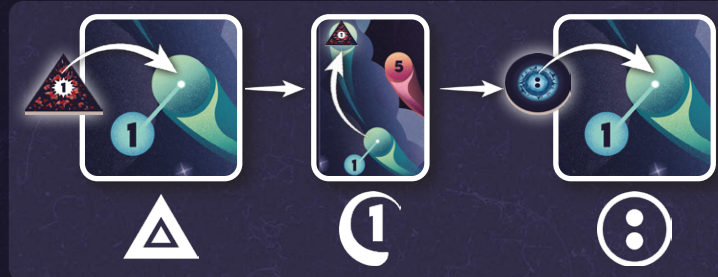
In a game of 4 players, the Resource Draft should look like some variation of this upon the conclusion of both Draft sets.



Example: Gaining Drafted Resources

In the Draft example above, Yellow chose a Blue Giant Star in the first Draft set, followed by an Orbit effect 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.



If you have any Antimatter tokens on your board or in your drafted Resources, remove 1 of your choice. Do not gain its Solar Mass or Discovery Counters. Gain the indicated Matter token.

If you have any Discovery Counters, lose 1. Gain 1 Supergiant Star token.

If you have any Matter tokens on your board or in your drafted Resources, remove 1 of your choice. Do not gain its Solar Mass. Gain 3 Discovery Counters.

Each of the above Draft options can only be used once when selected (e.g. you may only remove 1 Matter token and only gain 3 Discovery Counters once when selecting that Draft option).

Gain Matter

When you gain Matter, unless otherwise specified, place it on the first space in either Channel of 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**. The value of each Matter token is equal to the number of dots at the center of the token (e.g. the Blue Giant Star has 2 dots in the center and is worth 2 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.



Gain Antimatter

Like Matter, when you gain Antimatter, place it on the first space in either Channel of your Black Hole board, unless otherwise specified. **Antimatter cannot be placed on a space with any other Antimatter token.**

If an Antimatter token is placed on a space with any Matter tokens or a Matter token is placed on a space with any Antimatter tokens, 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.

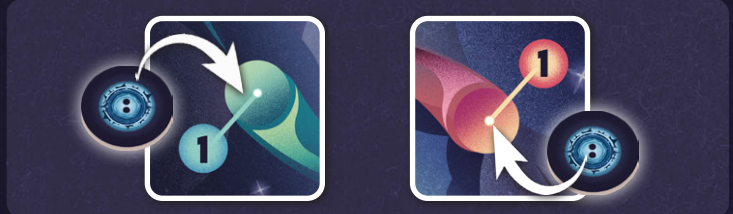
Note: Major Antimatter is worth 4 Solar Mass while Minor Antimatter is worth 1 Discovery Counter.

Gain Discovery Counters

When gaining Discovery Counters, move your player disc along your Discovery Track to reflect the number of Discovery Counters you gained. You can have a minimum of 0 and maximum of 10 Discovery Counters.



Examples: Gaining Matter

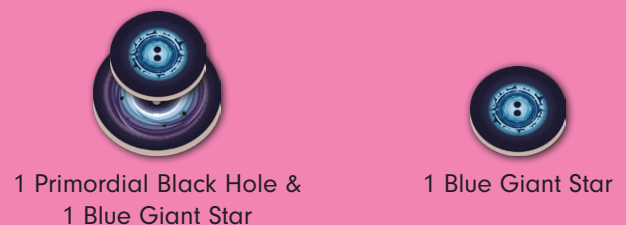


Examples: Gaining Antimatter



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

Examples of a "Stack of Matter":



DISCOVERY PHASE

Discover an Anomaly

Players may spend Discovery Counters to Discover Siphon, Matter, and Orbit Anomalies. All players may do this simultaneously. The Anomalies you acquire over the course of the game will grant you unique effects and rewards. Discovering an Anomaly during this phase is optional, however, outside of some unique situations, this is your only opportunity to Discover an Anomaly each Round.

When discovering an Anomaly, pay its Discovery cost by moving the Player Disc on your Discovery Track to reflect your new Discovery Counter total. Place your chosen Anomaly Card in front of you. Discovering an Anomaly is optional, however, **you may only Discover 1 Anomaly during this phase.**

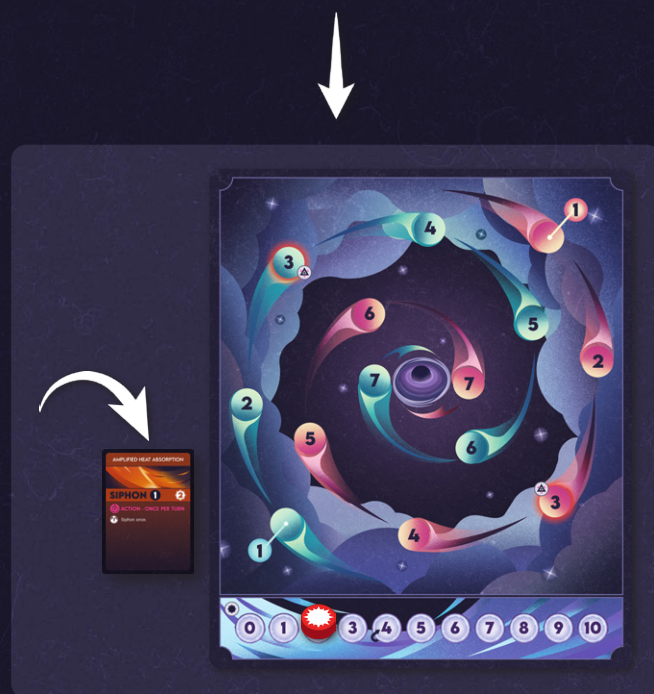
Each Anomaly type has 4 tiers; the second tier of each is split into Tier 2A and Tier 2B. **Anomalies of the same type must be discovered in order**, starting with Tier 1, followed by Tier 2A or 2B, Tier 3, then Tier 4. Each player may Discover Anomalies of different types but must always Discover them in order.

Each player may only Discover each Anomaly once and 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).

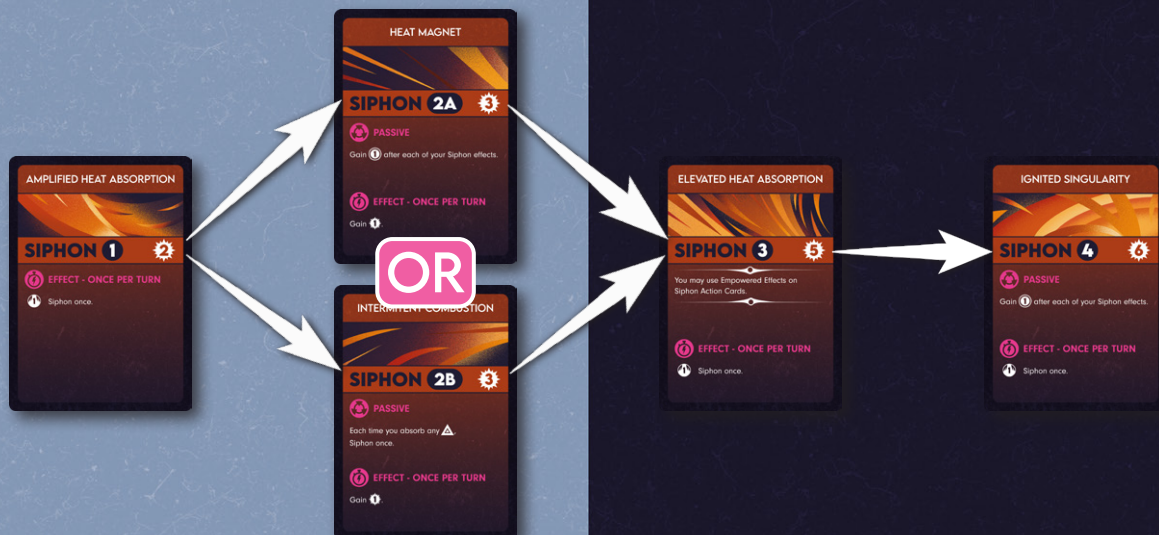
If you Discover an Anomaly during this phase, you may use it immediately during your Actions phase this same Round. Discovered Anomalies are kept for the rest of the game, may be used each Round, and cannot be replaced or returned.

Once all players have discovered an Anomaly (if they chose to do so), advance to the Actions phase.

Example: Discovering an Anomaly



Anomaly Tiers & Progression



ACTIONS PHASE

Players conduct their Actions phases simultaneously, however, for first-time players, it is recommended that players take their Actions phases 1 at a time so that all players may learn through observation. You may switch to simultaneous Actions phases at any time—this will not affect gameplay.

There are 4 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
- Use Anomaly Effects
- Activate 1 or more pair(s) of Wormholes
- Exchange Discovery Counters for Solar Mass

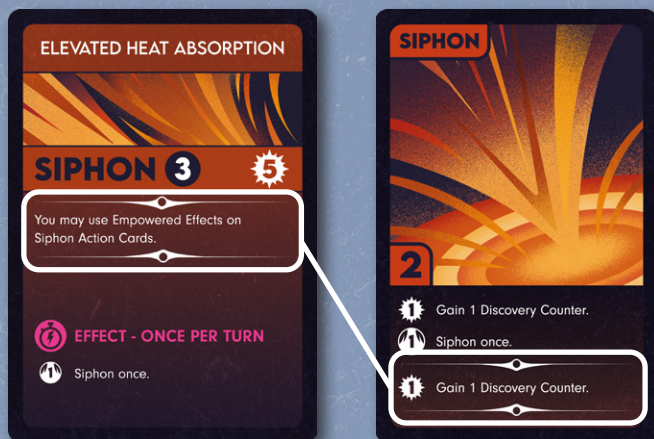
At the end of the Actions phase, discard played Action Cards and draw from the Action Deck until you have 3 Action Cards in your hand. If the last card in the Action Deck is drawn, shuffle the discard pile to form a new deck.

Important: when taking any action, always complete the action in its entirety before absorbing any Matter or Antimatter and before taking another action (see "Absorb Matter & Antimatter" on page 11).

Play Action Cards

To play an Action Card, place the card on the table in front of you, then carry out its effects in order from top to bottom. You must always use a card's Primary Effect(s), however, its Empowered Effect(s) are optional.

To use a card's Empowered Effect(s), you must have the Tier 3 Anomaly of the same type as the Action Card.



Discarding an Action Card (when using Anomaly Effects) does not count as playing that card. Do not use any of that card's effects. There is no limit to the number of Action Cards you can discard during the Actions phase, so long as you have Anomalies that allow you to do so.

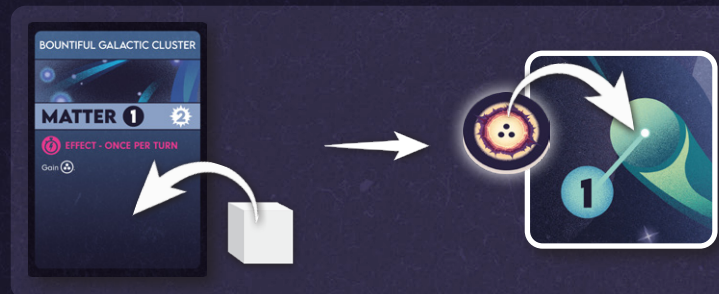
Use Anomaly Effects

Use Cooldown tokens to mark which Anomaly Effects you use during your Actions phase. You may use as many different Anomaly Effects as you want each Round. When you finish this phase, remove the Cooldown tokens for use next Round.

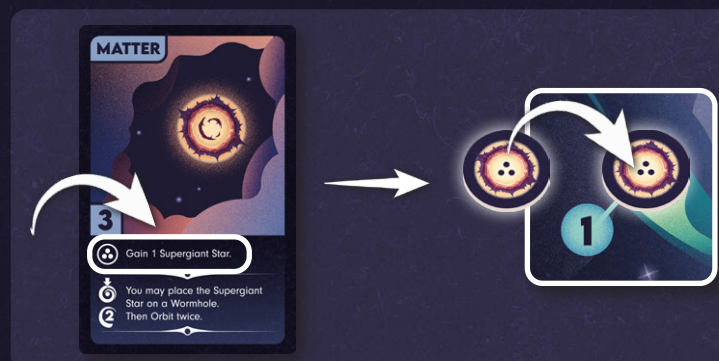
You do not need to use Cooldown tokens for Anomaly Passives because the use of Anomaly Passives is unlimited. However, you may use Cooldown tokens however you see fit.

Example Actions Phase

In this example, Red begins the Actions phase by using the Anomaly Effect on their Matter Tier 1 Anomaly.



Next, Red plays a Matter Action Card from their hand, adding another Supergiant Star to their board. In this example, Red does not have the Tier 3 Matter Anomaly and thus does not use the Empowered Effect on the played Action Card.



Red then Activates a pair of Wormholes and lastly, plays an Orbit Action Card (more on Activating Wormholes and Orbiting in the next pages).



Red chooses not to exchange any Discovery Counters for Solar Mass this Round.

With their actions complete, Red draws 2 more Action Cards, refilling their hand and ending their Actions phase.

Tip: like the example above, you may play your Action Cards at different times during this phase. The same is true for all other actions. They may be dispersed throughout your Actions phase however you please.

Activate Wormholes

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

You may Activate any 2 open Wormholes on your board, regardless of the Channel(s) they're in. When a Wormhole is activated, it exchanges all Matter or Antimatter token(s) currently occupying it with all token(s) occupying the other chosen 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, flip both Wormholes tokens to close them.



Open



Closed

At the end of Round 2 and Round 4, all Wormholes reopen and players may reposition them on their Black Hole Boards however they please. However, you may not place multiple Wormhole tokens on the same space.

OPEN & MOVE 
RESOURCE DRAFT 

Siphon

Your Black Hole can siphon Resources from nearby stars.

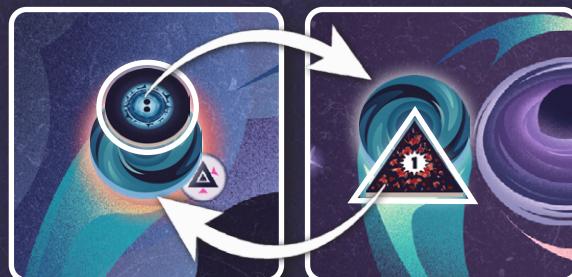
When using a Siphon effect, first refer to the Siphon Track on the Scoreboard. Choose 1 of the available Resources that corresponds with the size of your Black Hole and immediately gain that Resource or effect.

SIPHON		
PRIMORDIAL		
STELLAR		
SUPERMASSIVE		

Note: After expanding your Black Hole, you may still choose from the Resources available at previous sizes (e.g. when your Black Hole is Stellar, you may choose 1 Resource from the Stellar or Primordial options when siphoning).

Activating Wormholes Example 1:

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.



The Minor Antimatter landed on a Rift Space, so it is immediately absorbed into Red's Black Hole. Red returns that token to the supply and gains 1 Discovery Counter.

Activating Wormholes Example 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 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.

Orbit

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

To Orbit, choose 1 of the 2 Channels on your Black Hole Board and move each Stack of Matter and Antimatter **only in that Channel** inward 1 space. Start each Orbit effect by first moving the token(s) closest to your Black Hole inward, followed by the second closest, then the third, and so on. If you are orbiting more than once (e.g. with an "Orbit twice" Action card), move each stack of Matter and Antimatter on the chosen Channel inward the number of spaces equal to that Orbit action.

Like other effects and actions, you must finish your Orbit effect in its entirety before adding Solar Mass to your Black Hole, ensuring your Black Hole expands at the appropriate times.

Absorb Matter & Antimatter

Matter is absorbed when it reaches your Black Hole. Treat your Black Hole as the 8th space in both Channels on your board. When Matter reaches this space, 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 (Discovery Track or Solar Mass Track).

Important: Antimatter must land exactly on a Rift Space in order for it to be absorbed there. If an effect causes Antimatter to pass a Rift Space, the Antimatter is not immediately absorbed.

Exchange Discovery Counters for Solar Mass

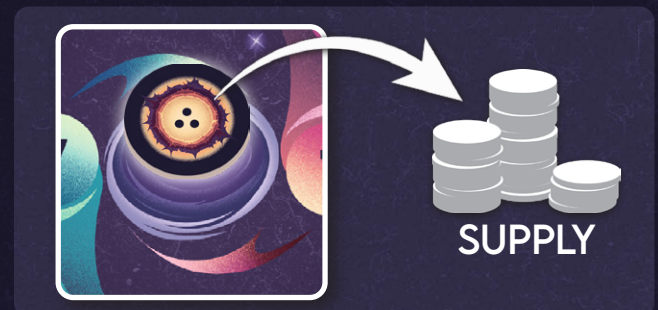
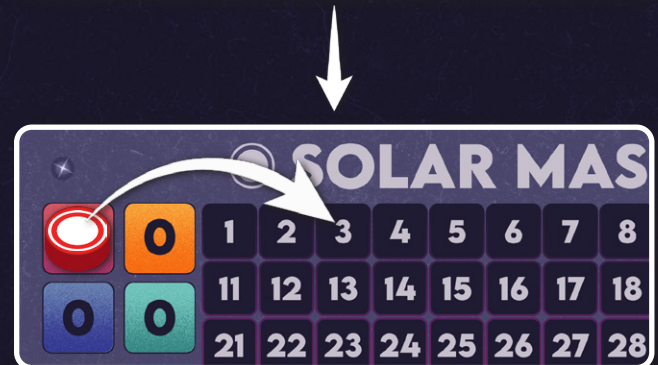
At any time during the Action phase of your Player Turn, you may exchange any number of Discovery Counters for Solar Mass. Each Discovery Counter is worth 1 Solar Mass. **You may do this as many times as you want during your Action phase, so long as you have Discovery Counters to exchange.**



Example: Orbiting & Absorbing

Red uses an Orbit effect to Orbit their blue Channel twice. First, they move the Supergiant Star token, because it is the innermost 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, Red moves the Blue Giant Star token inward 2 spaces. Now that all of the tokens in the blue Channel have been orbited, this Orbit effect is complete. Red can now absorb the Supergiant Star token which landed on their Black Hole, gaining 3 Solar Mass.

Note that neither of the tokens in the pink Channel move, since only the blue Channel is being orbited.

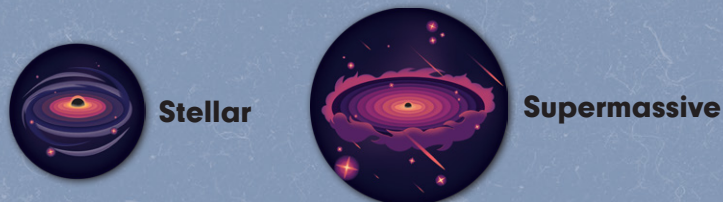


Expand Your Black Hole

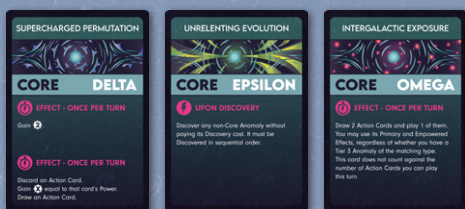
Initially, your Black Hole is a Primordial Black Hole. As it absorbs and gains Solar Mass, it expands, becoming a Stellar Black Hole at 20 Solar Mass and a Supermassive Black Hole at 50 Solar Mass.

When your Black Hole 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.



Each time your Black Hole expands, Discover 1 of the 3 Core Anomalies you drew at the beginning of the game. Core Anomalies do *not* have Discovery costs and may be discovered in any order. You may immediately use the Core Anomaly you discovered if you expand during the Actions phase.



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.

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 are 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.

Once all players have taken all their actions, advance to the Solar Mass Bonus Phase.

Example: Expanding Your Black Hole

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.



Yellow then selects 1 of their 3 available Core Anomalies and adds it to their Anomaly collection.



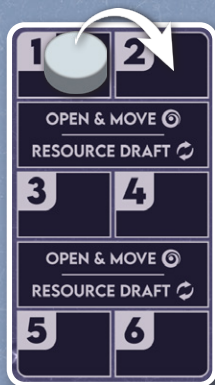
SOLAR MASS BONUS PHASE

Once all players have finished the Actions phase, identify the size of each player's Black Hole. For each player whose Black Hole is larger than yours, gain 3 Solar Mass.

If all players' Black Holes are the same size, skip this phase.

END OF THE ROUND

The Round ends after Solar Mass bonuses have been assigned (or skipped). To prepare for the next Round, pass the Starting Player token clockwise to the next player. If it is Round 2 or Round 4, all players open and, if desired, move their Wormholes. Then set up to the Resource Draft, beginning with the new starting player. Finally, advance the Round Tracker token to the next space on the Round Track.



Once all players are ready, proceed with the next Round.

END OF THE GAME

On the 6th Round, once all players have completed the Actions phase, 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.

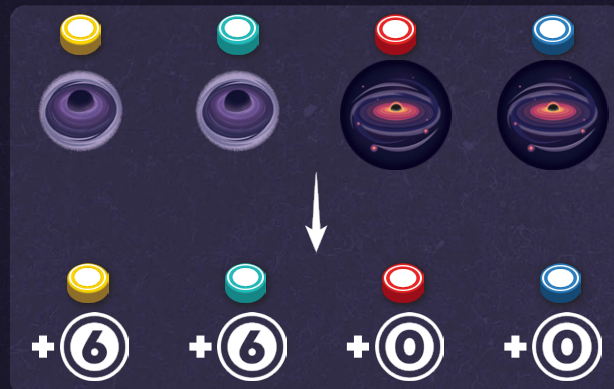
If there is *still* a tie, the tied player with the most remaining open Wormholes wins.

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

Tip: for clarifications and rulings on specific and uncommon situations that you may encounter, refer to the Appendix booklet.

Example: Solar Mass Bonus

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.



Symbol Legend



Orbit



Siphon



Wormhole



Place on a Wormhole



Discovery Counter



Discovery Counter(s), where 'X' is equal to a number designated by a separate effect (*see the Delta Core Anomaly for an example*).



Solar Mass



Solar Mass, where 'X' is equal to a number designated by a separate effect (*see the Alpha Core Anomaly for an example*).



Blue Giant Star



Supergiant Star



Primordial Black Hole



Antimatter



Anomaly Effect - Once Per Turn



Anomaly Passive

ADVANCED RESOURCE DRAFT

Resource Draft Tokens

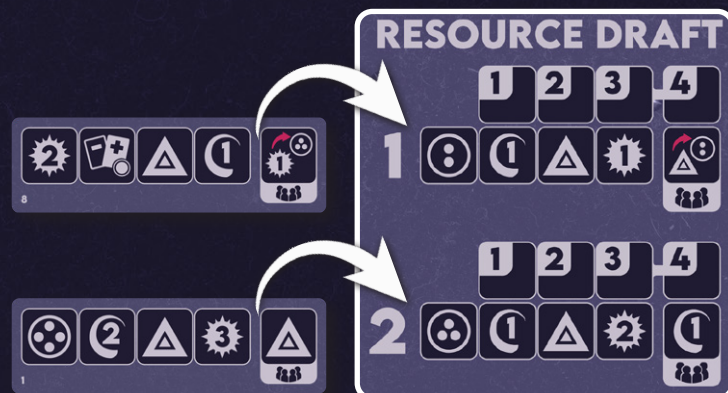
Resource Draft tokens are included for more variable, and more volatile, Resource Draft phases. These tokens include Draft options not available in the basic Resource Draft and will be replaced every 2 Rounds. They yield more powerful Resources but will create more challenging Draft phases. For this reason, it is recommended that players familiarize themselves with the basic Resource Draft and the game broadly by playing without the Resource Draft tokens for at least 1 game.

During the game setup, randomly select 2 Resource Draft tokens, placing 1 token over the first Draft set and another token over the second set. These tokens represent the Draft options for the first 2 Rounds. Play then proceeds normally, starting with the Resource Draft phase.

At the end of Round 2 and Round 4, remove both of the Resource Draft tokens from the Scoreboard, then randomly select 2 new tokens and place them on the first and second Draft sets.

Important: replacing Resource Draft tokens and opening and moving players' Wormholes happens simultaneously during these intermission periods at the end of Round 2 and Round 4. Players may move their Wormholes after placing new Draft tokens and before the start of the next Round.

Example: Setting Up Resource Draft Tokens



SOLO MODE

Solo Mode Setup

To play ULTRAMASSIVE alone, begin by setting up the game normally but with 3 differences:

- Shuffle the Challenge Cards into a deck and draw 3 of them. Lay the drawn cards out in front of you.
- Do not set up the Resource Draft. Instead, shuffle the Resource Cards into a deck and place it within reach.
- From the deck of Action Cards, remove 4 Siphon cards (only the cards with 2 Power) and 2 Matter cards (only the cards with 1 Power).

Objective

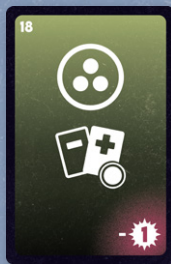
To win in Solo Mode, you must complete a given amount of Challenges and reach a given amount of Solar Mass, depending on the difficulty level you are playing at. The difficulty levels are as follows:

- **Normal:** complete at least 3 Challenges and reach at least 80 Solar Mass.
- **Hard:** complete at least 5 Challenges and reach at least 100 Solar Mass.

Playing Solo Mode

Solo Mode ends after 6 Rounds. Each Round is structured normally but with 2 exceptions:

Each Round, during the Resource Draft phase, ignore the Resource Draft section on the Scoreboard and instead draw 2 Resource Cards. Choose 1 of these cards and gain all of its Resources and use all of its effects. You must gain/use everything on the card, if possible. Some Resource Cards, if chosen, require you to lose Discovery Counters as well as gain all of its Resources. You must still gain all of that card's Resources even if you do not have the required amount of Discovery Counters to lose.



Skip the Solar Mass Bonus phase each Round.

Upon completing a Challenge, place a Cooldown token on the Solar Mass symbol next to the Challenge. Immediately gain Solar Mass equal to the number displayed on the symbol. You may only complete each Challenge once.

Some Challenges are completed at the end of a Round. In this case, gain the corresponding Solar Mass as soon as you finish the Actions phase of that Round. Solar Mass gained this way is *not* considered to be gained during that Round.

Tip: use Cooldown tokens to help you keep track of in-progress Challenges.

Example: Setting Up Solo Mode

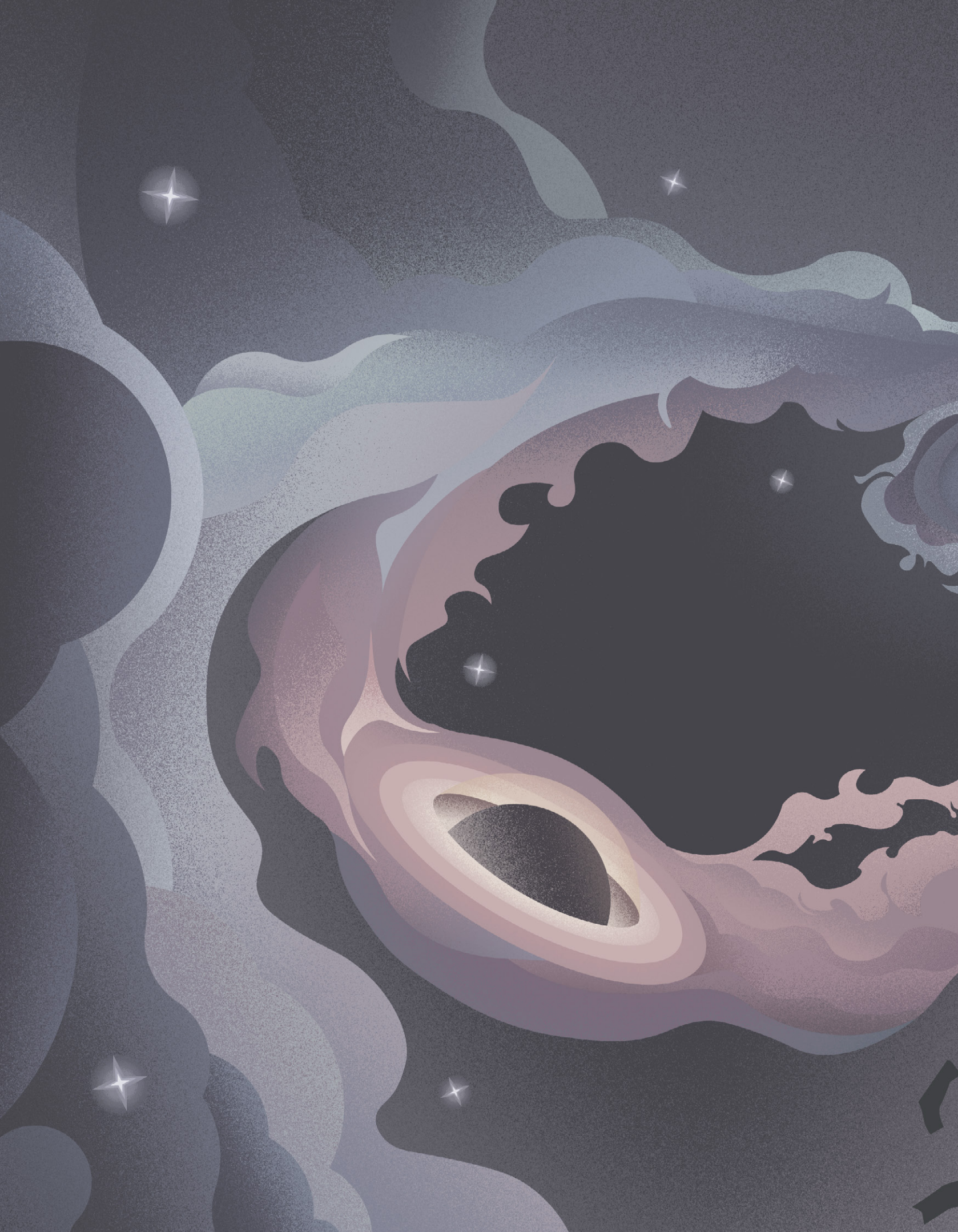


Example: Completing a Challenge



Most Challenges are marked with symbols which identify the Resources, effects, and/or components involved in the Challenge.





INDEX

Introduction	
Components & Setup	2
The Boards	4
The Cards	5
Playing the Game	6
Objective	6
Round Structure	6
Resource Draft Phase	6
Gain Drafted Resources	
Draft Spaces	
Gain Matter	
Gain Antimatter	
Gain Discovery Counters	
Discovery Phase	8
Discover an Anomaly	
Anomaly Tiers & Progression	
Actions Phase	9
Play Action Cards	
Use Anomaly Effects	
Activate Wormholes	
Siphon	
Orbit	
Absorb Matter & Antimatter	
Exchange Discovery Counters for Solar Mass	
Expand Your Black Hole	
Solar Mass Bonus Phase	13
End of the Round	13
End of the Game	13
Advanced Resource Draft	14
Resource Draft Tokens	
Solo Mode	15
Solo Mode Setup	
Objective	
Playing Solo Mode	

ULTRAMASSIVE

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ULTRAMASSIVE is the product of two years of immense passion, late nights, and tireless playtesting. During that time, we committed ourselves to the sole purpose of making ULTRAMASSIVE the best it can possibly be. This game is truly a labor of love and we are proud to offer it as our first foray into the wonderful world of tabletop gaming. We hope that you will enjoy playing ULTRAMASSIVE as much as we enjoyed making it. From the Studio Unknown team to you, sincerely, thank you for taking the time to play our game about impossibly large celestial entities. It means the universe to us.

Dedications

To my parents, Jerry and Diana. Your unwavering support and guidance have allowed me to achieve beyond anything I could have envisioned. You have given purchase to my dreams and instilled me with the confidence to reach for them. I love you and am thankful for you every day. To my friends who went out of their way for me, who put up with me, and who stuck with me— your patience, care, and dedication mean the world to me. You keep me going. I cannot thank you enough.

- Alex

I dedicate this game and the time and effort spent on making it a reality to Mauricio and Magahly, my parents. Between them and my sisters Anita Sofia and Adriana Isabella, I would not have made it to the end. I want to thank my partner in life, Jacob, for keeping me focused and for making sure the goal was always in sight. Additionally, the love and support of my amazing friends fueled my passion to make this game the best it could be. I thank my dog, Lilly, for keeping me sane and being the best desk companion there could be. Lastly, I dedicate this game to Nabila, who would have loved a strategy game about space. She was a beacon of curiosity who always supported my passions. I miss you every day.

- Dayanara

For my friends, who showed unwavering support throughout this adventure, you know who you are. For my family, Beau, Cody, Ben, and Kim, who have supported every ridiculous idea I've ever had to the fullest. For my wife, Dayanara, who without her patience, love, and boundless creativity, would have said no to this madness a long time ago. Lastly, for my dog Lilith, who I owe an immeasurable amount of attention to. Thank you.

- Jacob

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