

Quick Setup:

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Welcome to the Game Setup book. Here you will find the many ways and rules players may use to setup each of their games. These various ways will change the complexity and dynamics of the game, making some games easier or harder for all players, even changing the pace from quick break-neck speed to long drawn out campaigns.

In the Beginner's Manual you were introduced to the "Regular Setup" options. It assumes a "Rounds" based game set to 12 rounds of play, a medium map, medium difficulty, and no scenario or minor empire cards. It also assumes GEC and SR event cards, action and senate cards, and leader cards are in play. Civilian chits will be used.²

GENERAL SETUP RULES: Refer to the setup rules in the Beginner's Manual for more of the rules. All the variations will be described Below.

Quick Start SETUP**1. Prepare the Map and Cards and Determine Game Length and Type**

- a. Separate all cards into their separate stacks- Galactic Events (GEC), System Events (Solar Report), Action and Senate cards, Leader cards, Empire Cards and GA cards.
- b. Be sure to separate scenario cards (cards with **SC**. At the bottom of the **GEC** cards)
 - i. **GEC:** Separate GEC cards out into positive, negative, No event, and BOTH piles. Be sure they are placed according to their "ages", indicated at the bottom left. Those without an age are age 1. There are also those that say "2", "2-3", or "3".
- c. Separate Map board tiles, player chits, CR, and any other chits into their own piles.
- d. **Game Length:** In this case it will be "Experienced". More rules will follow below.
- e. **Game Types:** The game type is "rounds", that is, the game will last for a certain amount of rounds. "Experienced" lasts 12 rounds, and so the game will definitively end on the 12th round if not sooner.

VASSAL NOTES: *all of the cards are separated out for you. See VASSAL NOTES above, under Left Side.*

2. Prepare Map Tiles:

¹ Make it as its own book- This book can then be put off to the side as players get to know the rules. Likewise, it can be the reference book for the other setup options.

² That is, there is an idea for a very "simple Game: no Action, no GEC, no SR, no Leaders. A more "pure" strategic game with less random variables to "interfere" with the game"

a. Separate each system tile into 5 separate piles:

i. **Regular Systems: Three Piles- Each tile** will display one, two, or three planets on it. Separate them according to these numbers. A pile with one planet, another with two, and the last with three.



ii. **Empty Systems: One Pile-** These are systems that have no special image on them- empty space on **both** sides of the tile.

iii. **Anomaly Systems: One Pile-** There are 17 of these tiles. 3x black holes, 3x Asteroid Fields, 3x Gas Giants, 3x Super Novas, 2x Nebulas, 2x Mine fields, 1x Sol system.

3. Determine First Player

a. Prior to setting up the map or any empire components, players will determine who the **First Player** is.

Each player will roll a d10. The player with the highest roll will be the First Player. He will receive the **First Player Chit**. All other players will be ranked according to their roll. **In case of ties**, those players will re-roll until one rolls higher than the other.

VASSAL NOTES: The **first player chit** will be found in the Game Pieces section, under the “Gameplay” tab. It is best to place it on the player’s homeworld or capital for the other players to see.

4. Player Seating:

a. After determining who the First Player is, players will arrange themselves around the play area according to rank, highest to lowest, clockwise, based on where the First Player seats himself.

VASSAL NOTES: This will determine where the players will start their empires on the board map.

5. Choose Empire:

a. Starting from the First Player, players will choose which colour of empire they will be. They will take all the corresponding cards and chits. They will also take a Set of GA cards and a set of Admin sheets.

VASSAL NOTES: The colour will be chosen for you. The first player always starts with blue, which is the left

side of the player options see above at the vassal UI screenshots. Also note that currently there are only 4 players available to use at this time.

6. Choose Map Size:

a. In this case use the Medium sized map.

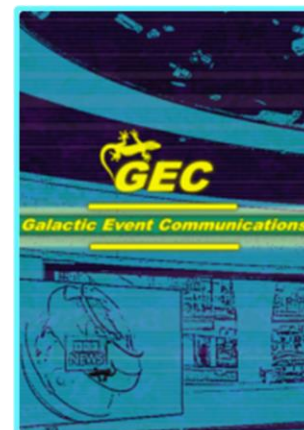
Size	Total Tiles	Empty Tiles	Anomaly	System	Planets per System (1,2,3)	Planet total
Medium	39	4	3	32	15,11,5	53

b. The above is the breakdown of the Medium sized Galaxy. It tells you the total tile count, and then breaks it down into the 5 separate categories: Empty Tiles, Anomaly, System, Planets per System. The number listed below each category indicates how many of that type of tile will be used to create the Galactic map board.

c. In “Planets per System” we see three numbers in brackets (1,2,3). Each number corresponds to three numbers below, 15(1),11(2),5(3). The first set, (1,2,3) represents the three system tile piles we made earlier: a pile with systems containing one planet, another with two, another with three. The Second set- 15,11,5- tells us how many of these tiles will be used to create our Galactic map. Thus we see that there will be 15 tiles containing one planet, 11 tiles containing two, and 5 tiles containing 3.

VASSAL NOTES: You may find that once you take a tile and place it somewhere, you cannot pick it up again. Refer to [Hot-Key](#) above in the VASSAL NOTES section.

7. Setup GEC cards: Medium Setup



- a. Choose a difficulty, in this case, it will be "Restless".
- b. Add in: As many GEC cards as there are Rounds- thus there were be 12 GEC cards total, since there were will be 12 rounds Total.

There will be 3 No Event (NE) Cards, 4 Positive (Pos) Cards, 4 Negative (Neg) Cards, and 1 BOTH card, and **No Scenerio cards**, divided into 3 "ages".

AGES: Ages increase game difficulty and allow players to establish themselves properly before certain cards appear. Even some POS cards are listed for later ages so that players can take full advantage of them when they appear. Ages will be created as shown below:

- i. **Card Note:** To find the Card "age" number, look at the bottom left of the card. If it shows **nothing**, it can be placed in any age: 1-3. If it says "PI." and then a number, such as 2, or 2-3, then the card will be placed in the corresponding age. "Sc" and a number denotes "scenarion" and what age that card will be placed in. **Sc** cards are placed in their own pile. In Vassal this has been done for you.



Age 1: 2 Pos, 1 Neg, 1 NE

- Shuffle all age one non-scenerio Pos and Neg cards within their respective piles. Randomly choose 2 Pos cards and one Neg. Shuffle the remaining age one piles into their respective age 2 piles, that is Pos age 1 cards into pos age 2 piles and Neg age 1 cards into the age 2 Neg deck.

Age 2: 1Pos, 2 Neg, 1 NE

- Randomly select 1 Pos, then 2 Neg. Cards that say Age 2-3 count for both ages. Shuffle the remaining piles into age the 3 Pos and Neg decks.

Age 3: 1 Pos, 1 Both, 1 Neg, 1 NE

- Randomly choose one Pos card, one Both, and one Neg. Set the remaining cards off to the side, they will not be used for the game.

- c. **Making the GECK DECK:** Now you ought to have created 3 decks- One with age one cards, one with up to age 2 or 2-3 cards, and the Rest in

the age 3 deck. Place the age 2 deck on top of the age 3 deck, then place the age 1 deck on top of that. Now you have your GEC deck.

VASSAL NOTES: The cards are already split up into their ages for you.

8. Building the Solar Report events deck:



- a. Remove All Minor empire cards and Scenarion cards.
- b. Separate remaining cards into Pos, Neg, and Both decks.
- c. Choose Difficulty, which will be "restless". Thus half of the cards will be Pos, and the other half will be Neg. Because it is half and half, we do not need to set aside any "Both" cards. Shuffle the BOTH into the POS deck.
- d. Now draw out 20 from the Pos deck.
- e. Remove the remaining POS cards from the game
- f. Take out 20 Neg cards. Remove the remaining deck from the game.
- g. Shuffle together all system decks you have just created, that is, the Pos and the Neg decks.

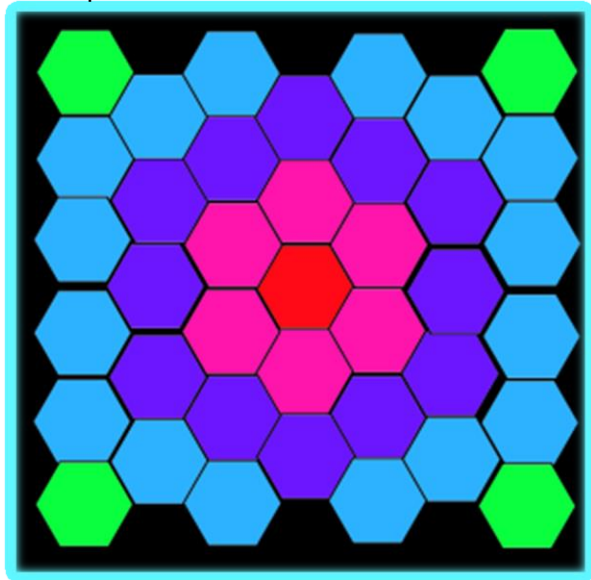
VASSAL NOTE: These decks have been sorted for you. You just have to choose the number of cards you want to draw from each deck and put the decks together and then use the "Send them to deck" option when you right-click the deck. Once they are in the gameplay deck, which is found in the tool bar by clicking on the SR icon, make sure to shuffle the deck before you begin playing the game.

9. Building the Galactic Map:

- a. Shuffle each System tile deck. Be sure to keep the Sunny Side up.
- b. Choose the amount of tiles from each deck as indicated in the chart above in [section 6- Choose Map Size](#).
- c. Shuffle these tiles together into one deck. Remove the remaining tiles from the game.
- d. Starting from the left of the first player, distribute one tile at a time to each player. Continue to go around until all players have a

hand of tiles. They may look at their tiles, but they cannot show the other players.

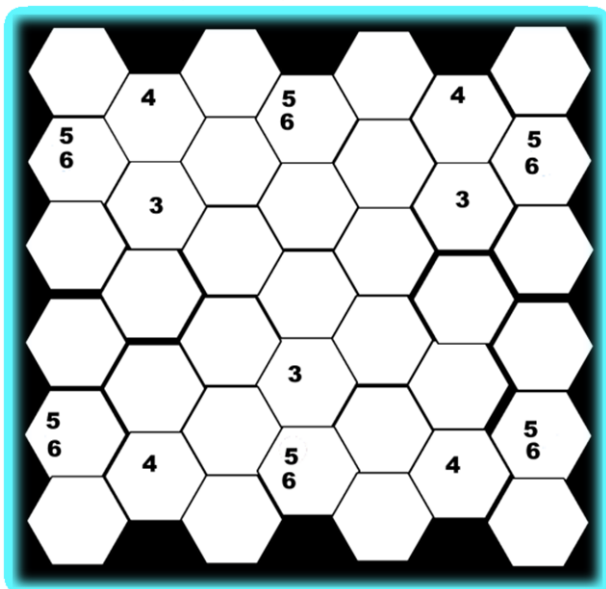
- e. Build the Map according to the Medium map template below:



- f. Players take turns placing one tile down at a time, starting with the First player and around the table clockwise. The first tile placed is the Galactic Core in the middle (red) and the rest will work their way out (green). They must complete one coloured section before moving to another. This map is for 39. If one wants 41, add an empty tile and anomaly, placing a tile in the middle upper and lower sections of the map that are in line with the red section of the map.
- g. The tiles are not turned over during placement, keep them face down.

10. Starting Location.

- a. Use the Starting Location Map to determine where players may start:



- b. Players will find various numbers on this chart. Each number corresponds to the number of players playing. If 4 are playing, then locate the "4" spots.
- c. If there are empty tile spaces on any of these spots, chose an adjacent spot.

11. Setup Play Area:

- a. **Event Decks** (Solar and Galactic) are placed to the left of the Game board beside each other.
- b. Shuffle **Leaders** and place them below the event decks
- c. **Action Cards** are placed below the leaders
- d. **Political Cards** are placed beside action cards.
- e. Place white chits and other chits on the left side of the board. If need be, distribute some to the other side for ease of access.
- f. **Distance Chits:** Make sure these chits are face down. Then randomly take these chits from their pile and place one on each system tile, face down. Do not look at them.
- g. **GA Chart:** Place the chart off to the left of the map board. Place each empire's **GA** chit at 0 on the Galactic Achievements Chart (**GA Chart**). Pace the **Round's** Chit on the GA Chart at 0. Place the **event** chits near the GA Chart.

VASSAL NOTE: These chits are found within the Game Piece button. Go to the start of the Regular Setup Section for more details.

- h. **Organize:** Players should organize their play area, separating their units into separate stacks.
- i. **Home World:** Choose your home system. Secretly flip over the system you have chosen, and if applicable, choose **any** world as your home world, even if it is a gas giant or an asteroid field. If you cannot choose it for any reason (supernova, empty space, black hole, mine fields, **Sol System**), place it back down and secretly look at an adjacent tile to see if it has any colonisable planets.
- i. **Sol System:** This system cannot be chosen. Choose another tile.
- ii. **Optional: Eventful Home Systems:** Roll to see if your home system will have an event. Negative events will affect other planets in the same system. If there are none, it will be attached to the home world, but it will not have any effect for that empire. If the negative event affects the system (except super nova or black hole, shuffle them back in), keep the card with the system, but it

will have no affect for that player.

- j. **GA Cards:** Each player will have a deck of GA cards. These will determine your empire's strength and weakness in a given area. This translates into how much GA (Galactic Achievements) points you can obtain from that category.

The First GA card is chosen by the player. This is your empire's **Strong** category. It should be something you think you have an advantage in, or something you think someone else will not choose. Your starting location, goals, and game length will be a big factor in this.

The Second GA card is your empire's **Weak** category. This card is selected at random- shuffle the deck and choose one. Place this card beside and to the left of the Strong card. These cards are permanent and will remain with the player for the rest of the game.

The Third GA card is your "regular" GA card. It will change every round. See the Galactic Achievements section for more information.

GA Count Rules:

Regularly players gain GA if they have the most or second most in a single category. They gain 2GA if they have the most, and 1GA if the second most. But their Strong and Weak Categories modify this a little:

- i. **First Card-Strong:** When counting GA at the end of each round, add + 2 to your total count in that category, **even if you have 0**. You gain +1 GA if you qualify for any GA. Although this GA is not automatic you are always at an advantage and you always win ties with others who do not have the same category as their first card.

For example: *If the player's Strong card is "Troops", and they have a count of 5 troops total, they will add +2 to this count, it would be as if he had 7 troops total. If he has the most GA in the Troop category, instead of receiving 2 GA, he would receive 3 GA (2GA+1GA= 3GA). If he places second he would gain 2 GA, and 1 GA if third.*

- ii. **Second Card:** negates -2 from the total category count, and also negates 1 from the GA total. You always lose ties, save with those who have the same weakness.

Example, *Thus if a player randomly chose "Colonies", they would negate 1 from their total colony count- if 5, then it would count as 4. They only gain 1 GA instead of 2 (2GA-1GA=1GA) if they score the most in this category. They will score 0 GA if in second.*

- k. **Empire Setup::** Each player will Place **3 civilian chits 1 troop chit** on their home world; on the planetary track place a **space station on level 1** and the **moral chit on level 4**; place 1 scout anywhere in the system; place **2 Intel** and **3CR** in each player's play area; and add **1 Action** and **1 Senate Card** to the each player's hand.

Since this setup is for four players, each player will only take out **3 diplomacy chits**.

- i. **Small Home World:** If the home world has a population size 3 or less:
1. Double the population limit by 2 or
2. Set the limit to 5 on your planetary sheet, whichever is higher.

12. Example: *if the population is 1, doubling it would be 2, but 5 is higher, so that player would have a population limit of 5 instead. But if total were 3, it would double to 6.*

- i. **Home World Negatives:** Home worlds do not have any negatives. Write these down as 0 on the colony sheet. Only add the positives.

- ii. **Home World Bonuses:** Note your home world's terrain type- you do not have to pay any extra costs on planets of the same type. Also, ignore the technological requisites to colonize that planet type if it is normally required, such as those needed for Toxic, Radioactive, Asteroid belts and Gas Giant worlds. You can colonize any world with the same type as your homeworld without needing to research the requisite tech. You already know how.

- b. **Empire Card:** Being a four player game, you get 3 diplomacy chits. If you play with 3, add only two.

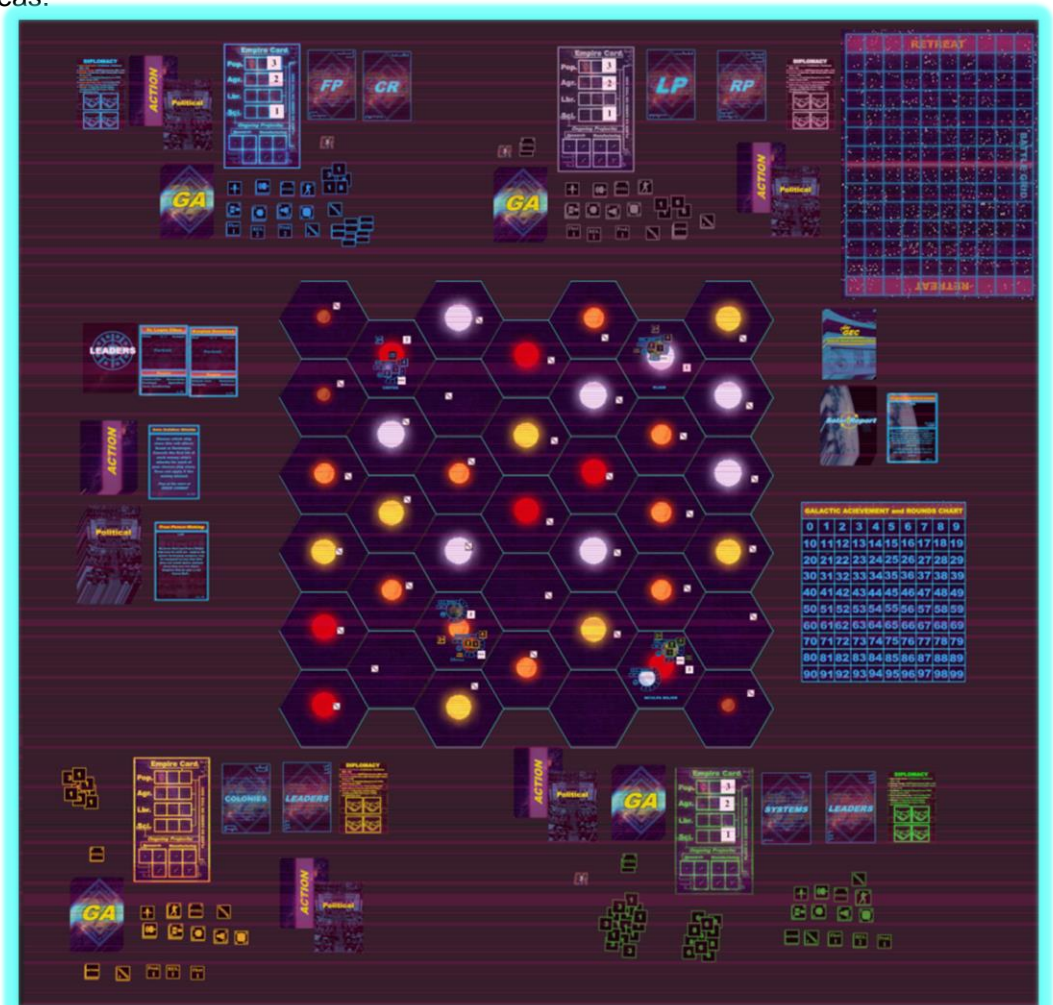
- c. **Update Administration Sheet:** Record your population total and jobs numbers on your Colony sheet. Here you will fill out how much each worker makes on their own-

Farmers produce 2FP per farmer. Because 2 civilian chits must be placed into farming, each empire will gain at least 4FP.

Add planetary positives to your colony sheet. These only add **potential** points, as mentioned in the Introduction Manual. Adjust your total output accordingly.

For example: if the player chose a radioactive world to be their empire's home, they would not have to worry about any maintenance fees nor the negatives for this terrain type. Radioactive planets have negatives in FP, but since the player started here, it would be written down as 0. With the planet being mineral rich, the player will gain potential LP, in this case it will be +5. The player will gain as much potential LP as he has workers, one to one, up to his total potential LP. So if he placed 1 worker in the labour sector, that empire would also gain +1 LP from this potential LP, giving that empire 2 LP total. Were there say, 4 workers, the empire would gain 8 LP total, 1 LP for each work, and 1 potential LP for each worker. If 5 workers, then 10LP total. But if 6 workers, the empire would only gain 11 LP because the empire only has a total of 5 potential LP. 6 workers plus 5 potential LP = 11 LP total.

- i. **Free LP and RP:** a player will always have 1 free LP or RP in any round that they have no points in these areas.



FULL GAME SETUP:

one 3 hour session in the evening, or a couple of sessions.

1. PREPARE THE MAP AND CARDS AND DETERMINE GAME LENGTH AND TYPE:

A. Length:

- i. **Casual:** 6 Rounds- Shuffle EG with last 2 cards. (1 No Event (N))
- ii. **Experienced:** 12 rounds -Shuffle END GAME (EG) card with last three GEC cards. (3 N)
- iii. **Veteran-** 18 rounds – shuffle EG with last 3 cards(5 N)(*about 25 Hours?*)
- iv. **Old Campaigner** 25 rounds- shuffle EG with last 4 cards (7 N) ³

B. GAME TYPE:

- i. **Regular Game:** This is described in the Beginner’s manual.
- ii. **Rounds Based Game:** Games that only run for a certain number of rounds and finishes at the end of the last round or: sole ruler is selected, an empire and allies dominate the others, or End Game card is pulled out. This is what the Regular Setup uses.
- iii. **GA:** Games that run until a certain amount of GA are achieved or: or sole ruler selected, an empire and allies dominate the others, or End Game card is pulled out. You will Build your GEC event card deck as if it were for a Campaign length game but GEC events only happen periodically. You will roll a d10 at the start of each round and on a 5+ a GEC event is played.
- iv. **Domination:** Game continues until only one empire and their allies are left either because an empire is chosen Sole Ruler or because they defeat all other empires.
- v. **Time sensitive:** game ends when chosen time is up, or an empire and allies dominate the others, or End Game card is pulled out before that time. An example would be playing the game for

- 2. PREPARE MAP TILES: Refer Quick Setup
- 3. DETERMINE FIRST PLAYER: Refer to Quick Setup
- 4. PLAYER SEATING: Refer to Quick Setup
- 5. CHOOSE EMPIRE: Refer to Quick Setup

A. CHOOSE MAP SIZE:

All maps may be played with 4-8 players. The smallest map caters towards shorter and livelier games, while the largest towards longer, fuller, and extended games. The number of players will also determine the pace of each game: 4 player games on larger maps may take longer than with 6 players, and a small map with 8 players will be much shorter and cutthroat than that with 4. ⁴ **See chart at bottom of the Page**

The Galaxy Size Chart: The Galaxy Size Chart above details the Galaxy size, total System tiles in that size, and how many of each type of tiles that will be used to construct that Galaxy (Empty, Anomaly, Regular, and Planet types). The number under each type is how many tiles of that type will be added into the game.

*For example, a Medium sized Galaxy, Which is the **Regular Map Size**, which has a total of 40 tiles, will include 5 Empty tiles, 3 Anomaly tiles, and 32 Planet tiles. Of the 32 tiles, 15 tiles will have systems containing 1 planet; 11 tiles will take from system tiles containing 2 planets; and 5 tile will take*

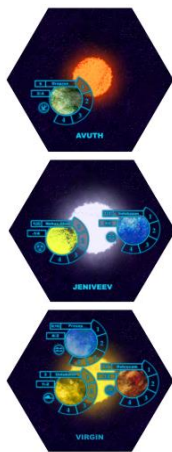
Using Galaxy Size Chart:

- i. **Size:** This determines how large the Galaxy will be. In effect, it will dramatically change the game length and play as explained above.
- ii. **Total Systems:** Each Galaxy is built up by a number of system tiles. Each size dictates how many of these tiles there will be.

Size	Total System Tiles	Empty Tiles	Anomaly Tiles	Systems Tiles	Planets Per System (1, 2, 3)	Planet total
Tiny	23	3	1	19	9,7,3	32
Small	31	4	2	25	12,9,4	42
Medium	40	5	3	32	16,11,5	53
Large	50	6	4	40	19,15,6	67
Huge	60	7	5	48	23,18,7	81
Gigantic	72	8	6	58	27,22,9	98

- iii. **Empty Tiles:** These are System Tiles that contain nothing in them: they are empty. They may contain events.
- iv. **Anomaly Tiles:** These Tiles are not empty, but they **do not** contain habitable planets or events. They may hinder, obstruct, or damage any ship entering into them. These include super novas, black holes, and minefields. During set up these are separated from the rest of the tiles. They are then chosen at random up to the amount of tiles indicated for the chosen galaxy size.
- v. **Systems Tiles:** This shows the total amount System Hexes that contain habitable plants.

vi. **Planets Per System:** While the **System Hexes** column determines how many systems have Colonizable planets, This section details how many planets are in each system tile. The range is from 1- 3 planets per system. *This also includes planets that cannot be colonized yet, but can be with the requisite technology, except for one planet systems, which are counted as anomalies.*



Below the heading “Planets Per System”, players will find three bracketed numbers: (1,2,3).

- **Bracketed Numbers:** Each number will tell the players how many of a certain kind of system they need for setup. “1” signifies all system tiles that have 1 habitable planet on it. “2” and the “3” are for systems that contain 2 or 3 planets in them, with at least one of them being habitable. .
- **Number of Each System:** In the *Planets Per System* column , Players will find three sets of numbers in each row. These numbers tell us how many of each System type they will find for any given Galaxy size. This number in the first position signifies how many 1 planet systems tiles the players need to draw. The same applies to the other two number sets.

Thus, for example, a Medium Galaxy displays the numbers 15,11,5 under the Planets Per

System column. The numbers 15,12,5 correspond to the bracketed numbers above 1,2,3: 15 systems will have 1 planet, 12 systems will have 2 planets, and 5 systems will have 3 planets.

- vii. **Planet Total:** This is the total amount of habitable planets that may be colonized in a game.

Using the Map Diagrams: Before placing tiles down the player will want to note that there are two types of Map Diagrams: Set-up Maps and Starting Location Maps. These will tell the players how to set up the map and where the players may set up their homeworlds based on the number of players playing. These are found at the end of these booklet.

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6. GEC DECK SETUP:

- a. **Difficulty:** Players may now choose the game’s difficulty. The difficulty level only affects the GEC and SR Decks. It changes the ratio between the Positive (POS) and Negative (NEG) event cards. The difficulties range from the Paradise Galaxy (easiest) to the Relentless Galaxy (hardest).
- b. **Add In:** most of this is covered in the Beginner’s Manual. If you do play a game with scenario cards:
 - i. **Scenario Cards:** Remove all scenario cards (those labelled “Sc.” On the bottom left corner) from play unless you are planning on playing with them. You will add them in later.
 - ii. **For General Play:** Even if you decide not to play any scenarios, players may shuffle in Sc:1 level cards(Scenario level 1), as they are not very game changing. Leave out Kracken and Celestial Cards, as well as any Missing planet or systems cards.
- c. **MAKING THE GEC DECK:** Galactic Event’s Setup is based upon the type of game you are playing, either one with a set limit of rounds or a score and dominance type of game, and the difficulty (Paradise, Amiable, Restless, Dangerous, Relentless).
 - i. **Rounds Game:** The number of GEC Cards are the same number of rounds

the game will last for. In the Regular game setup there are 12 rounds, so 12 GEC cards would be used. But if the players choose the Veteran length (18 rounds) there would be 18 GEC cards in the GEC Deck.

AGES: Refer to the Beginners Manual.

iii. **Restless:** There are roughly equal amounts of NEG and POS cards- Randomly choose one NEG/POS card before adding them in with the POS cards for the 6-18 card decks.

Turns	Ages	N	Pos	Neg	B	Sc.
6		1(0)	2(3)	2(3)	1(0)	-
	Age1	1(0)	1(2)	-	-	-
	Age2	-	-	1(2)	1(0)	-
	Age3	-	1	1	-	-
12		3(0)	4(6)	4(6)	1(0)	1A
	Age1	1(0)	2(3)	1	-	-
	Age2	1(0)	1(2)	1(2)	1(0)	-
	Age3	1(0)	1(2)	2	-	-
18		5(0)	6(9)	6(9)	1(0)	1A
	Age1	2(0)	2(3)	2(3)	1(0)	-
	Age2	1(0)	2(3)	2(3)	1(0)	-
	Age3	2(0)	2(3)	2(3)	-	-
24		7(0)	8(12)	8(12)	1(0)	2A2
	Age1	3(0)	3(5)	3(4)	-	-
	Age2	2(0)	2(3)	3(4)	-	-
	Age3	2(0)	3(4)	2(3)	1(0)	-

GEC DECK SETUP: ROUNDS

N= No Event

POS= Positive Cards

NEG= Negative Cards

B= is a card with a negative and positive effect.

SC= Scenerio, +A = all levels of sc, A2(all first, set, 1+2 2nd set)

Cards for each age:

Casual-	2
March-	4
Expedition-	6
Campaign-	8

i. **Paradise:** All the Cards are POS. If you use No Event (N) cards, simply shuffle them together with the POS Cards. **No Scenario cards.**

Turns	Ages	N	POS
6		1(0)	5(6)
12		3(0)	9(12)
18		5(0)	13(18)
24		7(0)	17(24)

24-Sc: may have 2 scenarios (1: all levels, 2: level 1-2)

Special Setup: all but the Expedition Game length has an uneven number of NEG and POS cards assigned to each age by simple fact that they are not divisible by 3 when there are the No Event cards. Each length will dictate a setup

- **Dangerous:** 2/3 are NEG.

ii. **Amiable:** 2/3 is POS

Turns	Ages	N	Pos	Neg	B	Sc.
6		1(0)	4(5)	1	-	-
	Age1	1(0)	1(2)	-	-	-
	Age2	-	2	-	-	-
	Age3	-	1	1	-	-
12		3(0)	6(9)	3	-	1A
	Age1	1(0)	1(2)	1	-	-
	Age2	1(0)	1(2)	1	-	-
	Age3	1(0)	1(2)	1	-	-
18		5(0)	9(13)	4(5)	-	1A
	Age1	2(0)	3(5)	1	-	-
	Age2	2(0)	3(5)	1	-	-
	Age3	1(0)	3(4)	2	-	-
24		7(0)	12(18)	5(6)	-	1A
	Age1	3(0)	4(7)	1	-	-
	Age2	2(0)	4(6)	2	-	-
	Age3	2(0)	4(6)	2	-	-

Turns	Ages	N	Pos	Neg	B	Sc.
6		1(0)	1	4(5)	-	1A
	Age1	-	1	1	-	-
	Age2	1(0)	-	1(2)	-	-
	Age3	-	-	2	-	-
12		3(0)	3	6(9)	-	1A
	Age1	1(0)	1	2(3)	-	-
	Age2	1(0)	1	2(3)	-	-
	Age3	1(0)	1	2(3)	-	-
18		5(0)	4(5)	9(13)	-	2A2
	Age1	2(0)	2(3)	3(4)	-	-
	Age2	1(0)	1	3(4)	-	-
	Age3	1(0)	1	3(4)	-	-
24		7(0)	3(7)	12(14)	-	2A
	Age1	3(0)	1(3)	4	-	-
	Age2	2(0)	1(2)	4(5)	-	-
	Age3	2(0)	1(2)	4(5)	-	-

- **Relentless:** All the Event cards are NEG. No N cards.

Turns	Ages	Neg	Sc.
6		6	1A
	Age1	2	-
	Age2	2	-
	Age3	2	-
12		12	2A2
	Age1	4	-
	Age2	4	-
	Age3	4	-
18		18	2A
	Age1	6	-
	Age2	6	-
	Age3	6	-
24		24	3A
	Age1	8	-
	Age2	8	-
	Age3	8	-

-
- ii. **Score/Dominance Game:** Unlike the rounds game, there is no set end, only a set score, timeframe in real life, or only when one player or a set of allies dominate all the rest. In this case, set up the deck as if it were for a Campaign sized length, thus there would be 24 GEC cards in the deck. The only difference now is that cards are only drawn if the d10 rolls 5+. After which, when all cards are drawn, All cards from the discard are reshuffled, not in any particular order.

- **No GA:** If players are not playing a game with Galactic Achievement points, then remove all Galactic Events cards that specifically affect them.

OTHER NOTES:

Too Many Cards: If there are more scenario cards than there are negative cards for a given difficulty level you can do one of two things.

- First,** you can choose not have No Events cards, giving you more POS and NEG cards.
- Second,** you could instead use as many scenario cards up to the amount of NEG cards available. Place at least one scenario card in each age before placing any more. Then add to age one before proceeding to age two.

No Events: You may choose to place in “No Event” cards into your game. The amount is determined by a games length. If you choose not to add any, use the bracketed numbers beside the POS, NEG, and BOTH cards when creating your deck. Where possible, if you choose to add more or less No Event cards while building the deck, be sure to take away from the POS and NEG decks, slipping in BOTH when the No event deck has an odd number of cards.

BOTH cards: These cards are used when the No Event decks are odd. Otherwise, shuffle them in with any POS deck found within its age.

Keeping everything above in mind, let us build a deck based upon the **Medium Setup** rules by Galactic Rising rules. The medium setup assumes the **Restless** difficulty and the **March** length of Game.

This means that our game will be 12 rounds long, thus we will have 12 GEC Cards. Since we are playing at the Restless difficulty, we will have 3 NE Cards, 4 POS and NEG cards, and 1 BOTH card.

We will separate all our POS, NEG, and BOTH cards for each age and shuffle each of these decks, and separate all No Event cards as well. We have 4 POS

MEDIUM SETUP: There are roughly equal amounts of NEG and POS cards- Randomly choose one BOTH card before adding them in with the POS cards for decks that contain 6 up to 18 cards, depending on the game’s length.

- SR SETUP (Solar Report, SR):**When creating the System Deck for your game, there will be as many SR cards as there are system tiles, even if the tile does not contain a system- such as a black hole or an empty space. This is based upon the size of Galaxy. Similar to creating the GEC Deck, difficulty will determine the ration of POS to NEG cards will be shuffled into the deck.

Most of the setup follows the Beginner’s Manual save the Following:

- REMOVE ALL MINOR EMPIRE CARDS:** includes hostile and friendly. These can be placed back in later.
 - Scenerio** cards are: **Space Kracken/ Celestial destroyer/ any “Missing” event** (K.), **Scavenger** (Scav),

Barbarian (Barb), and the **Pirate** cards.

ii. **Automan** is also a minor empire.

b. Refer to Beginner's Manual.

c. **Difficulty:** Technically GEC and SR difficulties can be two different Difficulties: such as a relentless GEC deck, but an Amiable SR Deck.

- Paradise: all = POS
- Amiable: 2/3 = POS
- Restless: 50/50
- Dangerous: 2/3 = NEG
- Relentless: All = NEG

d. **SR DECK:** Size of map determines size of deck.

Tiny: 23

- 1 Minor ally/enemy, one special enemy (Scav, Barb, Pirate, Kr.)
- 1 Ambush
- If Kracken: 1 Kracken, 1 Celestial Destroyer, 3 missing systems, 3 missing planets

Small 31

- 1 Minor Ally/ Enemy and special enemy
- 1 ambush
- If Kracken: 1 Kracken, 1 Cel., 4 missing systems, 4 missing planets

Medium 40

- Up to 2 minor allies/enemies, one special enemy (all)
- 2 ambush
- If Kracken: 2 Kracken, 1 Cel., 5 missing systems, 5 missing planets

Large 50

- 3 minor allies/enemies, two special enemies may be chosen
- One special enemy has all events, the second does not have its nation or its Galactic invasion card.
- If Kracken: 3 Kracken, 2 Cel., 6 missing systems, 5 missing planets

Huge 60

- 3 minor allies/enemies, two special enemies may be chosen
 - One special enemy has all events, the second does not have its nation or its Galactic invasion card.
 - If Kracken: 3 Kracken, 2 Cel., 7 missing systems, 6 missing planets
-

If the player chooses to forgo any or all of these Scenario cards, you may replace them with some other card.

After your special cards have been chosen, randomly pick the remaining amount from your POS and NEG decks. Be sure to remember that all

POS and NEG special cards count toward that number as well.

When the System Events deck has been built, shuffle it and place it onto the side.

9. SETUP MAP: See Beginner's Manual . Also see the end of this book for all the Map size setup options.

10. STARTING LOCATION: See Beginner's Manual . Also see the end of this book for all the Map size setup options.

11. SETTING UP PLAY AREA: See Beginner's Manual . Also see the end of this book for all the Map size setup options.

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11. OPTIONAL RULES:

• **Advanced Start:**

- **RANDOM:** Players roll 1d10, disregarding the 9 or 10 results. The other numbers correspond to the Tech Categories as is found in the GIN book or on the TECH tree sheet. Choose any one tech within each level one of the tech category rolled. Reroll any categories already rolled.
- **Planned:** Players may choose an "Age" to play in: 1. **Strong Start:** allows them 1 tech upgrade, a free colony, and 3 units more. **Advanced** gives them 3 planets, 6 techs, and 6 units, **Galactic Empires** brings allows for 12 techs, 10 units, and player alternate choosing planets until all planet have been filled.
 - B. Techs are chosen on at a time with each player.
 - C. Any tech with 8+ levels can choose up to 4 levels, 6-7 may chose 3 levels, 5 up to 2 levels.

• **Remove" No Event" Cards.**

- **GA Game:** While players tally their Galactic Score in most cases, they may choose to play up to a specific amount. A short game would be the first to 20 EP, a medium game about 50 GS, and a long one 100+ GS.

- **Winner:** The winner is he that has not died and has made or surpassed the GS limit. However, since points are gained at the end of the round, the first player to surpass this limit is not automatically the winner, they simply initiate the end game sequence. Others may end up with more points at the end. Those empires that resign or have died do have a chance of being placed in any other rank, like being in 2nd of 3rd place.
- **It is best to build a deck based on the longer games** so as to ensure all events will be covered for the duration of the points based game.

• **GA Card Options:**

- Both Random
- Both Chosen
- Only One permanent Card chosen: random or chosen. That means that 2

chits are available for GA each round at the start.

- After two cards are chosen, randomly draw a third card and remove it. You will never get score GA in that category.
- **Total Domination:** ⁵Points are secondary, and this game only ends when someone conquers all other empires, with or without an ally, or by dominating the senate by becoming a permanent speaker or by creating a tyranny.
 - **Winner:** The winner is either one empire or a two empires as allies, or one player who rules the senate. In the first case, the duo is first, pooling their points as one. In the second case the dominating ruler is first, and his ally is second, being in a subordinate position. But as a bonus, he will always be second despite his point count.
- **Continued events:** Events continue even after systems have been explored. Changes: All facility cards must be removed whenever they are found. Resource cards may be played again if there are more resources available. All played minor empires are removed. A 7+ on any explored system will cause a new event to happen.

Exploration:

- **Revealed Galaxy:** During tile placement, all tiles are placed face up. No more than half of the tiles placed around a starting system, rounded down to a minimum of one, may contain an anomaly or empty space tile. Although the tiles are revealed, each one will be considered unexplored. This means that events will still occur whenever a ship or fleet ends their movement in any given system. Likewise, distances between systems will remain unknown until the player chooses to travel to one. ⁶

Scenario Cards: Each difficulty level that uses scenario cards will show a "-Sc" and instructions on how to replace the normal cards with them. Most of these cards are NEG, so they will replace any negative cards. If any show a NEG/POS, they may replace a NEG or POS, or if NEG/POS cards are part of the setup, they will replace a NEG/POS card. Scenarios may be chosen from the Amiable difficulty starting at

⁵ There may be other ways to win, achievement possibilities with regards to credit or tech as well.

⁶ Put in Reference Book

the 12 round game and up. Any length of game that does not support a scenario game will be labelled N/A (i.e. -Sc: N/A)

1. **Setup:** Each setup will tell you how many scenario sets you can choose, so if only one, it will say "1 scenario". Each Scenario has 3 levels of intensity numbered from 1-3, 1 being the least intense and 3 being the most. The cards that form part of the scenario package will be labelled (Sc:#), that is (Scenario: Number of intensity, or rather Sc:1).

If the setups states "1 scenario (all Levels)", this means that all levels of one scenario may be shuffled into the deck. Otherwise it will state what levels may be played. It is assumed that only one of each card will be played. However, in Dangerous and Relentless galaxies, all cards of a single scenario may be added.

2. **Setup Progression:** Each level of card will be shuffled into a different part of the deck. The deck will be split into thirds, with the first third (top of the deck) dedicated to level 1 intensity scenario cards. Level 2 will be placed in the middle third, with the level 3 cards placed in the last third (bottom of deck).
3. **Sc. 1 Cards:** These cards may be shuffled into the normal Galactic Events deck without being a part of any scenario. You may choose which scenario you would like to add to the game, or shuffle all level 1 scenario cards into the NEG deck for the random draw.

Note:

1. **Scenario Choice:** Players should decide if they want to have any of the Space Kracken, barbarian, scavenger, or pirate events. They should only choose one set for the Galactic Events, and remove all the other sets, except when indicated. They may even choose which one at random.
2. **"Nation" cards:** Players should place those system event cards that correlating best to their chosen scenario: If there are barbarians, place in the Barbarian Nation event cards, as well as any other barbarian system event cards that may appear. If the Celestial Destroyer/Kracken, then place any corresponding cards and "Missing planets" events.
3. **Any Card:** Likewise, players may desire to guarantee some event's appearance: such as the Mysterious Plague- creating a sort of mini scenario.
4. **Emergency Measures (Optional⁷):** Due to the severity of conflict that may arise by scenario

stacking, players may allow to add in the optional Emergency Measures rule. This is enacted during the Galactic Senate phase. All wars halt between each party, and all mitigating laws and such may be suspended (these are voted on). The players may choose to vote in a military leader and senator⁸ and all players are now temporarily counted as allies: they may use each other's supply lines and systems.

- This may only be invoked when 2/3s or more of the civilized spaces are being invaded.
 - Once only 1/3 of the invasions collectively remain, the Emergency measure is immediately revoked, and players must spend their next moves moving their ships out of non-ally or aggression pact territories.
 - All previous alignments, laws, etc. are returned to normal: this includes any personal feuds and wars (these have to be formally withdrawn during a diplomacy phase).
- **Pleasant Galaxy:** Place in all the Yellow and Orange star systems, replacing as many: this may lead to a less mineral dense galaxy.
 - **Alternatively:** Dedicate 1/3 of the total system amount to Yellow and Orange suns, and then randomly select the rest.
 - **Harsh Galaxy:** Only place in White, brown, and red star systems. This will decrease the amount of habitable and farmable planets, and decrease the amount of high population planets, but it may increase the mineral density of the galaxy.
 - **New player:** If someone wants to join the game while it is underway, and there are no more habitable planets available, all planets with less than 4 moral and not within one hex of a home world may turn over to the new player. Any planets that are not used may be immediately colonized. And extra cash and tech should be added. Otherwise take for the player that has the most planets.
 - **Full Galaxy:** You no longer have to roll for each system to see if it has an event: all systems will have an event.

⁷ Also list in the optional rules

⁸ Perhaps one player can be voted in for both?

- **Eventful Galaxy:** All rolls are 5+, brown stars always get two events.
- **Rebellion:** May choose to allow losing players to continue to play the game through spying and intrigue., and increases their action card limit to 8. While they cannot do anything else but use Intel or trade, they can cause rebellions on other planets (anyone who was not an ally) without GA penalty or causa. Should any planet go into rebellion Intel can be used to turn those people to one of their planets . If he succeeds, the rebellion spreads outward, causing all planets in the same systems to roll or lose 3 moral (not the other player's homesystem) and all adjacent systems roll or lose 2 moral. If any other systems go into rebellion, the process starts again, except at a -2 moral if they lose. He may still hold leader cards if they help with intel. The player may steal money without GA penalty nor Causa. Always gets 2 free Intel until they become an empire. All intel costs 1 less (to a min of 1) until they become an empire. Can hire leaders. Can have ships or fleets.
- **Population Growth:** Makes the game longer and more to manage, and changes the flow of the game. Everyone starts with 3 civilians on their home planet. If their planet is 3 population total limit or less, double the planet's pop. limit or make it 4, whichever is more.
 - During the game, the population increases 1 for the home world, , and ½ for each colony thereafter, rounded down at the end of the civilian phase. You also allocate them right after. You chose where the new civilians go, place one on each planet until all have been chosen. If there is no more room on any planet, the excess chits are converted to CR, 1 point of civilian to 1 CR.
 - Techs such as..... increase population output.
 - Be sure that you empire sheet and on board populations match. Planets can only go up to each planet's proper limits.
- Transports must take a 1 civilian from a planet that already has some. Negate one civilian from that planet. Move the ship to where you want a colony and place that 1 chit on the planet. This is its starting population, and it can grow every round.
- Production sabotage destroys civilian chits rather than players having to take damage chits.
- **No moral:** To remove some complexity, and chits. Techs that add bonuses to moral in any way now go toward intel.
- **Sole Ruler Ending:** Game immediately ends when a sole ruler is decided upon
- **Rebel Ending:** Game immediately ends if the rebels successfully oppose a sole ruler.
- **No Sole Ruler:** Eliminates Sole ruler option.
- **Simple Game:**
 - **Bare bones:** Remove: leaders, senate and action cards, GEC and SR cards. There is no senate phase. There is no Intel. Remove citizen chits- only place one to denote who it belongs to. All planets are assumed to be full. No exploration needed, all distance chits are flipped up.
 - **Some Sinew:** As above except: Add leaders, regular citizen count and action cards. Intel included.
 - **Some Meat:** As some meat: but with SR CARDS and unrevealed systems and system chits. No scenario cards nor minor empire cards.
- **Two Player Set up Rules:** If there are two players, they play as if there are 4 empires. Each player uses two nations, each with its own GA score. both are aligned as soon as they have contact with each other and will for now on average their GA score. It is suggested that any diplomacy nation be set aside, as there will be no diplomacy besides treaty establishing in this game. Galactic senate is optional: it will work the same but will inevitably be one sided.

Alternatively the players can play with two players alone.

- Or have the rebellion setup?
- **Three Player Setup:** One may play with three players only, but with no alliances. Alternatively, One may also play a three player game using the rules for two players above. In this case it is suggested to remove any diplomatic characters. The Galactic council can run normally.
- **No Fog of War:** All ships are revealed.
- **Sole Ruler Campaign⁹:** One or more players may choose to become a dominating empire of a galaxy, all the while the rest of the players become the rebels: either they own few planets, or they have no planets and only have leaders and spy's to start out with and must rebel enough planets to turn over, and finally "free", making them their own. This might also be a good expansion idea (rebel specific leaders, cards, actions, as well as secret buildings for the empire that he has to protect)
- **Life Star/Planet Eater:** This will be included with the original game. This is optional, and players may choose to play the game without this scenerio. Simply take out the corresponding counters and event cards.
- **No Leaders:** Leaders are an optional element to the game. They add flavour and bonuses, but they are not essential.
- **Unequalization:** While each nation already has their own "play style" which includes different goals and starting technologies, which adds certain inequalities, players may now also roll their starting circumstance: How much tech they will have, how many planets, and fleet.
 - Each player rolls 1 d10 three times, disregard 9-0 and reroll. results. This determines which tech category will lose tech. Roll again for each- disregard any number that does not correspond to that tech's tech level and reroll. Then roll once more for each to determine what tech is removed- if only one, do not roll. If 2- half for one, half for the

other; if 3, break up into thirds and disregard a "0" roll.

- Each player may now roll to see how many planets they own (d10 result halved, minimum 2)
- Then starting techs (d10 result halved)- roll to see which techs you have, reroll any categories already rolled.
- Then unit build points to spend (d10 result).
- D10 for starting CR, keep the results.
- **Side Events: OPTIONAL¹⁰** Once all tiles within the Galaxy has been explored, side events may now begin. From now on, whenever a fleet enters into another system, a roll of 0 will produce an event.
 - **Building the Deck:** All cards that have not been discarded from the game may be reshuffled into a new pile. You may customize the deck so that the events suit the difficulty of the game.
- **Limited Ancient facilities:** Use old SR setup rules from 1.3.1 rules.

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⁹ Could be interesting, and would work with a 2-3 player game.

¹⁰ To be worked out.

12. Charts and Setup Lists.

Size	Total Tiles	System Tiles	Empty Tiles	Anomaly Tiles	Systems Tiles	Planets System (1, 2, 3)	Per Planet total
Tiny	23	3	3	1	19	9,7,3	32
Small	31	4	4	2	25	12,9,4	42
Medium	40	5	5	3	32	16,11,5	53
Large	50	6	6	4	40	19,15,6	67
Huge ¹¹	60	7	7	5	48	23,18,7	81
Gigantic ¹²	72	8	8	6	58	27,22,9	98

Length

- i. **Casual:** 6 Rounds- Shuffle EG with last 2 cards. (1 no events)- no end game card.
 - Extended 8 rounds: First round has no event, last round has no event.
- ii. **March:** 12 rounds -Shuffle END GAME (EG) card with last three Galactic Event cards. (3 no events)
- iii. **Expedition-** 18 rounds – shuffle EG with last 3 cards(5 no events)¹³
- iv. **Campaign:** 24 rounds- shuffle EG with last 4 cards (7 no events)

System Event Difficulty:

- 1- Paradise: all = POS
- 2- Amiable: 2/3 = POS
- 3- Restless: 50/50
- 4- Dangerous: 2/3 = NEG
- 5- Relentless: All = NEG

SR: DECK BUILDING

Galaxy Sizes and Total System Tiles

- **Tiny: 23**
 - a. 1 Minor ally/enemy, one special enemy (Scav, Barb, Pirate, Kr.)
 - b. 1 Ambush
 - c. If Kracken: 1 Kracken, 1 Celestial Destroyer, 3 missing systems, 3 missing planets
- **Small 31**
 - a. 1 Minor Ally/ Enemy and special enemy
 - b. 1 ambush
 - c. If Kracken: 1 Kracken, 1 Cel., 4 missing systems, 4 missing planets
- **Medium 40**
 - a. Up to 2 minor allies/enemies, one special enemy (all
 - b. 2 ambush
 - c. If Kracken: 2 Kracken, 1 Cel., 5 missing systems, 5 missing planets
- **Large 50**
 - a. 3 minor allies/enemies, two special enemies may be chosen
 - b. One special enemy has all events, the second does not have its nation or its Galactic invasion card.
 - c. If Kracken: 3 Kracken, 2 Cel., 6 missing systems, 5 missing planets
- **Huge 60**
 - a. 3 minor allies/enemies, two special enemies may be chosen
 - b. One special enemy has all events, the second does not have its nation or its Galactic invasion card.
 - c. If Kracken: 3 Kracken, 2 Cel., 7 missing systems, 6 missing planets
- **Gigantic 72**
 - a. 4 minor allies/enemies may be added, two special enemies chosen
 - b. All of special enemy cards
 - c. If Kracken: 3 Kracken, 2 Cel., 7 missing systems, 6 missing planets

¹¹ See FZ1

¹² The Huge and Gigantic maps are built with 7-8 players in mind, while the tiny and small maps are only for 4-6 players.

These may be removed if I do not add the 7-8 player games

¹³ This number is based on my first play through with 4 players on a medium map. I guess it took me about 25 hours or so to complete, a little here and there over the course of a few months. It ended around this time because all the players had allies, war broke out, and it was getting really close between whether someone would dominate the Galaxy or would become senate leader. It may not be the same with a larger group or a smaller group, but that may also depend on the map size.

This figure is also based upon trying to figure out if my rules work, and what works when it does, and why it does. As each rule presented itself, I was able to tackle them as they. Starting from the beginning allows players to immerse themselves in bits of the rules over time rather than having to jump into all of them at once.

MAP SIZES AND PLAYER PLACEMENT

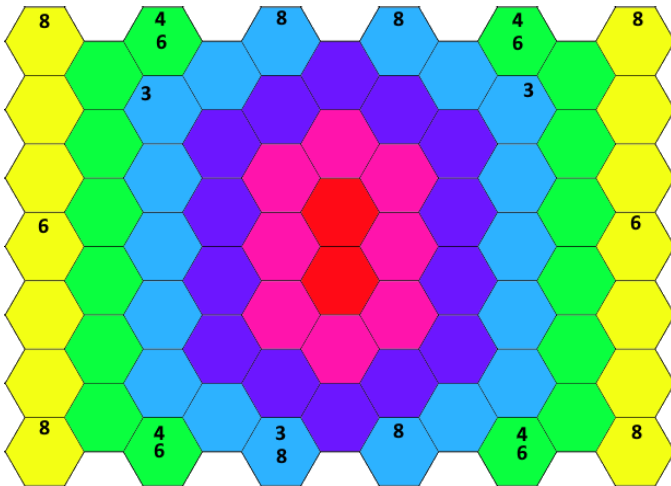
Player Total: The numbers represent how many players are playing and where they can be situated. Thus all the "8"s are for an 8 player game.

Odd Numbered Players: For odd numbered games, use any of the even numbers as a template, or make sure each player does not touch a system of another, trying to keep the spaces in between as even as possible. It is best to discuss and plan this before starting game.

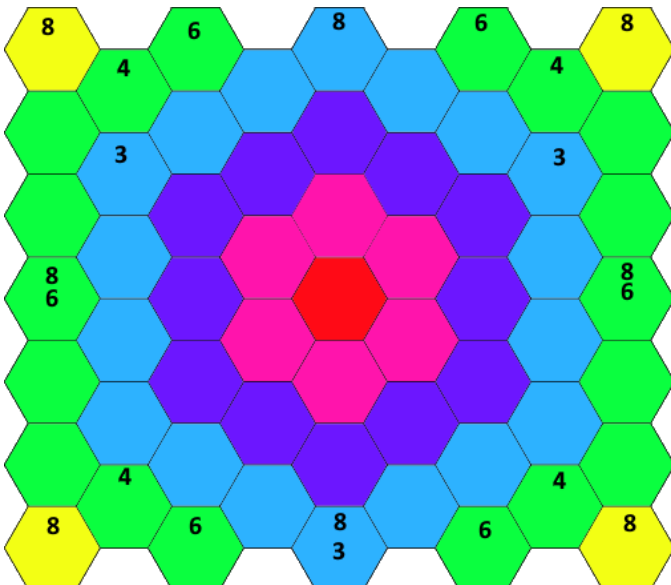
Coloured Hex Tiles: indicate where to put the system tiles, starting from somewhere in the middle and extending outward.

Custom: Players can choose to customize their maps even further by changing the shape by making them longer, giving it tails like a real galaxy, triangular, or spherical. Some examples will be given at the end of this section.

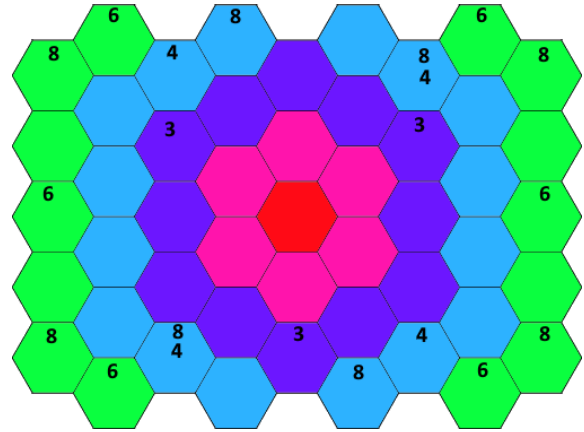
1. GIANT



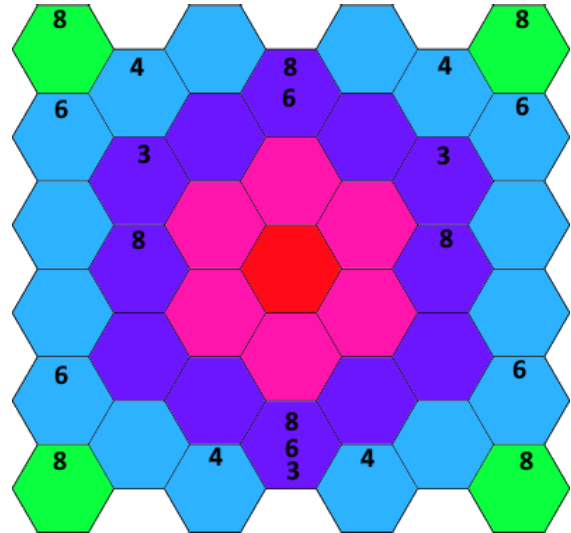
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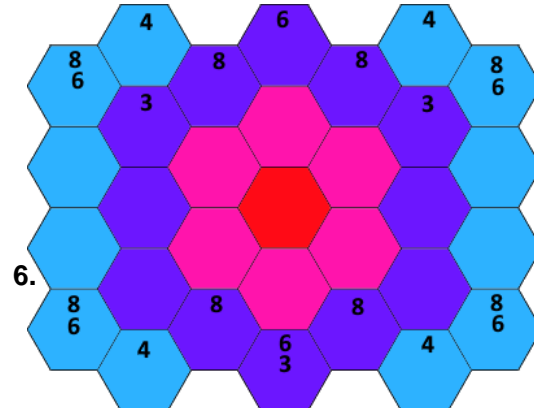
3. LARGE



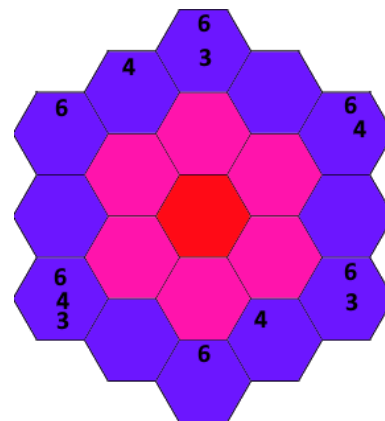
4. MEDIUM



5. SMALL



7. TINY



Examples Of Custom Shapes:

