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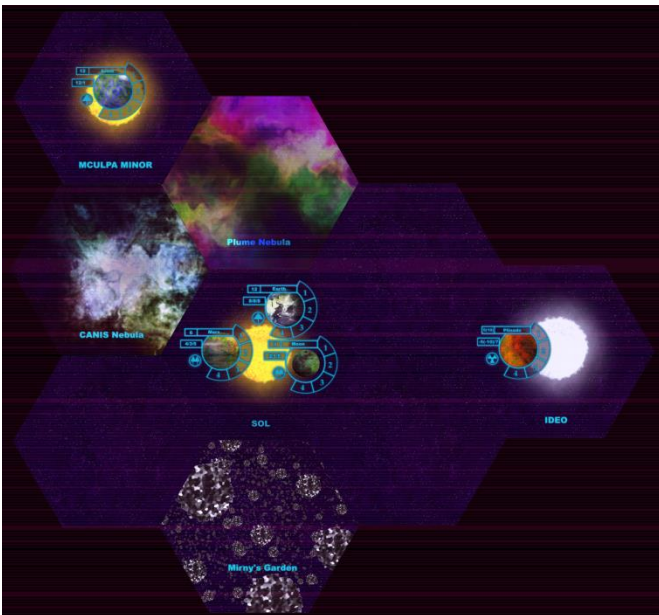
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INTRODUCTION

Galactic Rising is a turn-based strategic science fiction board game where each round players take turns managing their empires. Their empire's progress is tracked by a GA score, that is, the **Galactic Achievement** score, which is tallied up at the end of each round. There are multiple ways to gain GA: trade, politics, war, science, foreign intelligence, and more. No single method must be followed in order to gain GA, granting innumerable combinations each round to suit each player's personal play style all the while granting flexibility to meet the needs for each round. Ultimately, the player with the highest GA or the player who becomes sole ruler wins the game.

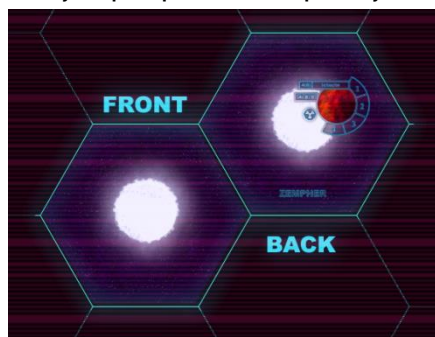
In the introduction book you will learn about the most basic components and concepts of the game, most of which deal exclusively with the game board itself.

1. THE MAP



I. The System Tile

All Galactic Rising maps consists of multiple hex based tiles, each of which may contain planets, asteroid belts, Gas Giants, empty spaces, and various anomalies. Every tile is considered to be an entire solar system. Most systems contain a certain number of habitable planets for empires to colonize. Regular Games have a "Fog of War" rule, keeping these tiles faced down, allowing for a longer exploratory game full of surprises. But for simplicity of play, players may keep all planets faced up if they should so wish.



II. Movement Across Tiles

Distance Chits: At the start of each game during game setup, Distance Chits will be drawn at random for each hex, and placed on top of each system. These Distance Chits will determine the distance between each system. When a fleet is committed to a jump, reveal an unexplored system's Distant chit and keep it face up. Players may choose to scan the system instead of moving there. This will reveal to them both the chit and any other information for that system (see Movement in the Beginners Booklet).



Distance chits range from 1-3. When traveling, the player compares the distance chit of their fleet's current system with the chit found in the system they wish to move into. These chits are added up to determine how many **movement points (MP)** will be necessary for that fleet to make the jump.

For example, if an empire with a fleet on the Cajetan System were to move to Fiji Nem system, the player would examine and add up the chit number of each. Cajetan has a "3" distance chit and the other has a "2", a total of "5". His fleet must be able to spend 5 MP to cross over into that system.



- **Same Number:** If both chits show the same number, only count one of them.

Thus if both Cajetan and Fiji Nem had "2" for their Distance Chits, the player would only need to spend 2 MP to cross over.

- Movement Across Multiple Tiles:** Fleets may move across as many tiles as MP and supply will allow for. Both are covered in the **Beginners Book**, in the movement section.



- Tile Front and backside:** The frontside of each tile features a coloured star while the backside features systems, planets, etc. Since the tiles in

exploratory game are faced down, these coloured stars are clues indicating what sort of planets may be found in that system prior to exploring it. Some suns indicate that they may have more fertile planets, but others may indicate they may have harsh but mineral rich planets

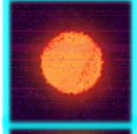
III. STARTYPES



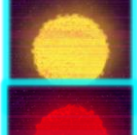
Galaxy Core: A dense super-mega sun to which all systems and suns orbit around. Treat its distance number as 5. Most ships cannot cross through here. Will get two events for free.



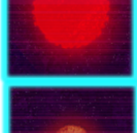
White: Young violent suns or Old withering dwarves often with planets that are mineral rich but low life support



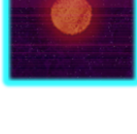
Yellow: Young-mid age suns, calm and with moderate mineral resource and abundant life support.



Orange: Older and cooler than Yellow, can support life but less mineral support.



Red: Large Sun giants, mature and cooler, but because of large size it has less planets and less life and mineral supporting planets



Brown: Small and dim, are burning out or weak to begin with. While they are rare and unlikely to have good planets attached to them, they have a higher chance of a special event occurring. They may even have a second event follow right after. This will be explained in the Movement Phase (4E).

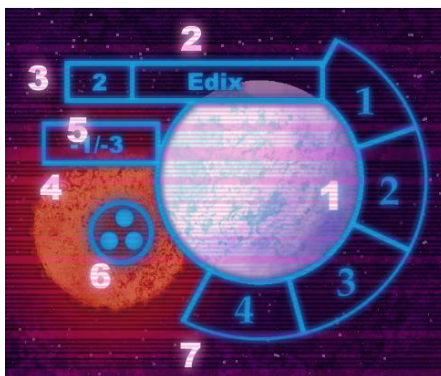


None: This is an empty system. It will contain no planets, but it might contain an anomaly or an event.

- iii. **System Events** when empires first enter any system there is a chance for some event to occur. See the Beginner Book for details

IV. PLANETS

Planets, Gas Giants, and Asteroid Belts consist of (1) a planet icon, (2) the planet's name (3) population limit, (4) a rectangle icon called Planetary Information Box (PIB) (5) indicating mineral/farming/science modifiers, (6) a circular icon called Planetary Terrain Icon (PTI)



which displays the planet terrain type, and (7) a numbered chart (Morale and Space Station Track: MST), ranging from 1-4, that circles half of the right side of planet.

V. ICONS

(1) **Planet Icon:** This is where empires place their civilians and troops when they are not carried by a ship.

(2,3) **Planet Name and Population Number:** The planet's name and population number are found above the planet icon. The Population number indicates the max amount of civilians allowed on that planet. This number represents a great multitude of people, about how many billions of people are present on that planet, but not strictly held to it: i.e. "1" represents 1 billion or less, where as "5" indicates beyond 4 billion, up to about 5 billion. Thus an empire isn't sending a billion people on a transport, but rather a great multitude. The Population Number does not affect the troop number, which is well below the billions.

- i. **Population Modifiers:** Some terrain types modify a planet's total population capacity.

a. **One number, No brackets-##:** this is the planet's population total. Eg. '6'

6

b. **One number, but it is bracketed-(##):** This means that this planet cannot be colonised until the proper life support technologies have been researched, such as Weather Control. Eg. '(6)'

(6)

c. **2nd number is bracketed-#(##):** If the first number is without brackets, but the second number has brackets: the first number indicates the current population total and the second is the full population total. The first number is about half the second. Eg. '3(6)' - '3' is how much of the planet can be lived on without any life-supporting technology, while '6' is the total liveable space once the proper technologies have been researched.

3(6)

d. **Both numbers are bracketed-(##/##):** The planet cannot be colonized at all until the proper life support technologies have been researched. However, the first number, '4', indicates how much of the planet can be colonized with rudimentary techs (such as weather control), and the second number, '8', indicates how much more may be colonized after advanced technologies have been researched (such as terraforming). Eg. '(4/8)'

(4/8)

(4,5) **PIB** The Planetary Information Box may display one number '#', two numbers '##/##', or on rare occasions, three numbers '###/##'.

The First numbered represents how fertile the planet is and directly effects Food Production (FP); The Second represents how mineral rich the planet is and directly effects Labour Production (LP). The Third represents the presence of ancient ruins or scientific oddities, directly effecting Research Points (RP).

3/0/3

If there are no modifiers except for FP, then only one number will be displayed. If there are no FP, but there are some LP, then the first number will display "0" and the second will display the LP modifier (eg. 0/3).

- i. **Potential and Actual Values:** All numbers indicated on the PIB only have a Potential value. These values only become active, or Actual, when civilians are assigned to jobs that correspond to the resource. The number of assigned civilians determine the number of potential points you can use.

12

For Example: Civilians assigned to the Labour job track will be able to

activate any potential LP values. If 3 civilians are assigned to LP, then up to 3 potential LP may be used

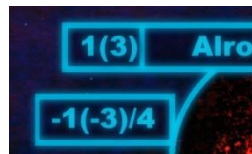
- **Cards, Events, Techs:** Some cards, events, or techs will give actual values. That is, they can give a direct bonus to the specified resource every round. They do not need to be activated, becoming points you can use at all times.

Example: even with 2 scientists, if you have a technology or event that gives you 3 actual points into FP, you gain these regardless of how many scientists you have. Even if you had "0" scientists, the actual FP will still give you 3 FP/round

- Negative FP:** Some planets will display a negative FP modifier. These are equal to the planet's total population capacity. This is to emulate the fact that this planet cannot support any agriculture without the proper technologies. This also simulates that planet's need for food, and its effect on the empire as a whole. So be careful when you first begin to colonize other worlds or you might find yourself with a starving and rebellious population.

- **Minerals** may also have a negative value, representing poor mineral resource or a need for higher maintenance and upkeep for colonies on that planet.

- Bracketed Negative Values:** Some planets, as discussed above, have two population numbers. The first being the start population limit, the second being the potential max. When these planets have negative



FP values, the PIB will also display two negative values, each corresponding to the actual and potential population limits. For example, a planet with a 1(3) population may have a -1(-3) FP value, the first corresponding to the planet's current population limit, the second to the full population limit.

(6) PTI: Displays a symbol representing the terrain type of that planet. These serve as a quick reference to the planet's type. Each type and their modifiers may be found in the **GIN Reference Book** as well as in this section below.

(7) FMSI: Is used to indicate both the general happiness of the population and the space station level.

- **Moral** starts off at "4" for home worlds, 3 on colonized worlds, and may be decreased to "1", after which the planet will rebel.
- The **Space Station** chit is placed on the number that corresponds to its current level, thus a level 1 space station (the lowest) will be placed on top of the "1". The Space Station represents all local defence in an entire system, so only one can be built per system.

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VI. Planet Types

Different planet types are represented by certain symbols found in the PTI box. Each type has a set of modifiers that will affect the colony and the empire.

- Modifiers:** Each terrain type has its own unique set of modifiers. Since these modifiers are consistent with their type, you will know what to expect by simply looking at the terrain symbol.

Some terrain types require a **maintenance** cost. This cost accompanies all extreme terrain types, representing the extra expenditure necessary to maintain colonies in such environments. These may be mitigated or even annihilated through various technologies.

On the chart below you will see a "+" or "-", indicating the resources abundance or scarcity. If it is very positive or negative it will show "++" or "--". To indicate that a planet type's modifier may vary, "+/-" is used. **Radiated** Not Habitable- Must have **Planet II- Colony Shields** or better to colonize here.

Maintenance 4, -Pop, -FP, +Mn.

Modifiers: Neither troops nor colonists may land here unless colony shields have been researched. Mechs and troops with power armour may create outposts here.



Gas Giant: Not Habitable - See note below



Asteroid Belt: Not Habitable- See note below



Radiated: Not Colonizable- Must have **Planet II- Colony Shields** or better to colonize here.

Maintenance 4, -Pop, -FP, +LP.

Modifiers: Neither troops nor colonists may land here unless colony shields have been researched. Mechs and troops with power armour may create outposts here.



Toxic: Not Habitable- requires **Planet IIIb, Weather Control** or better. May have valuable resources.

Maintenance 4, -Pop, -FP, +LP

Modifiers: Neither troops nor colonists may setup here without the requisite technology.



Tundra: Habitable: Maintenance 3. -Pop, -FP, -LP



Desert: Habitable: Maintenance 2, -Pop, -FP, -LP



7. **Ocean:** Habitable: ½ Pop., Maintenance 2, +fp, -LP



Swamp: Habitable: Maintenance 1, -LP



Barren: Habitable: -FP, +Mn



Arid: Habitable: -FP, +LP



Fertile: Habitable: +FP, +/-LP



Terra: Habitable: ++FP, +/-LP



Artificial Planet: Habitable; No maintenance- must be researched

Empty Systems: These are systems that have no Star on its back side. Some of them have anomalies, such as a nebula, but have no planets.

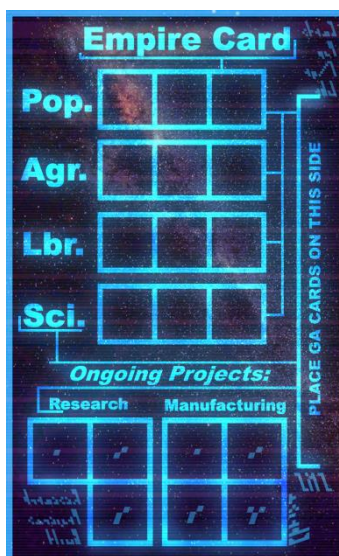
Black Holes and SuperNovas: These systems contain nothing but death. All ships entering into a system must roll their MP or below, taking one damage if they fail. Then return them to their previous hex and end their movement, even if they have some MP left.

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2. PLAYER CHARTS

There are various charts that will help players manage their empires. The Empire Cards and the Administration charts are fundamental to this process.

I. Empire Card



The Empire Card tracks the empire's most basic information: Population total at the top, job assignments (Agriculture, Industry, and Science) in the middle, and ongoing research and manufacturing projects at the bottom.

The right of the card is reserved for GA cards. [Read more about GA Cards in the Beginner, Advanced, and GINbooks](#)

- a. **Civilization Track:** The top 4 tracks are **Civilization tracks**. The first track tallies the population total, and the three below it form the **Job Assignment Track**.

Each track contains three boxes. The first box representing the hundreds (100), the second ten's (10), and the third single units (1). Fill in each box only as necessary. These boxes use generic numbered chits, ranging from 0-9.

Example: Should a player have 100 Population: the first box would have a "1" chit in it, the other two would have a zero chit. Should Agriculture have 14 civilian chits assigned to it, the first box is left empty, the second box will have a "1" chit, while the third would contain a "4". [\[make picture?\]](#)

- b. **Population Track:** Keeps track of the total amount of civilians your empire has on the board. If you have 12 civilians on the board, the empire will record "12" on this track. This number will increase or even decrease during the course of the game.
- c. **Job Assignment Track:** The population track's total is broken down into three separate **job assignments: Agriculture, Industry, and Science**. Each assignment represents the general output of that sector within an empire. The empire may place any number of civilians into each of these tracks so long as the total number of all three job assignments are equal to the Population Track total.
- Thus, if an empire had a population of 12, the three job tracks must equal 12 when added together. They could have 6 civilian points placed into Agriculture, 3 into Labour, and 3 into Science.*
- d. **Ongoing Projects:** There are two tracks found here- the ongoing **Research** track and the ongoing **Manufacturing** track. Each box within each section is for a separate project. Thus, it is possible for there to be 3 ongoing research projects, or 4 manufacturing projects occurring at the same time. These only appear here if they have not been paid for. Each box contains the amount owed for each project. This is covered in the **Beginner Book**.
- e. **Revenue:** This is tracked using the CR chits off board in the player's play area.

II. Administration Charts

The Administration Charts are the workhorses of the empire. They keep track of the minute details of colonies (Populations, job assignment bonuses, special events), Techs researched, and unit stats (costs, maintenance, upgrades, technologies). [You may find a copy of each at the Back of the GIN Reference book](#).

- i. **Colony Notes** This chart keeps track of all of the empire's colonies: their type, population amount, current population, resources, specials, maintenance costs, and revenue. This chart takes up

COLONY NOTES						
Name	Type	Max Pop.	Resource	Special	Maint.	CR
1.						
2.						
3.						
4.						
5.						
6.						
7.						
8.						
9.						
10.						
11.						
12.						
13.						
14.						
15.						
16.						
17.						
18.						
19.						
20.						
21.						
22.						
23.						
24.						
25.						
26.						
27.						
28.						
29.						
30.						
31.						
32.						
33.						
34.						
35.						
36.						
37.						
Total			Resource		Main	CR

both sides of a page.

- a. **Name:** The name of the colony will be written here
- b. **Type:** The planet type is be written here for quick reference
- c. **Pop:** This is where the player will write the colony's total population number, and how many civilians currently inhabit the planet. It is advised to write it like "8/4" wherein the first number represents the max population, and the second represents current population.
- d. **Resource:** This tracks the Agricultural, Industrial, and Scientific bonuses or negatives that a planet may have. It is advised to write it as shown on the board. *Ex 2/1, 0/2, -3/0/2, etc*
- e. **Special:** Sometimes events permanently change a feature of a planet. This usually happens when players first explore a system. Regardless, the player will keep the card for the planet, and may write the card's modifier here, or at least indicate what card is modifying it.
- f. **Maintenance:** Here you record the maintenance cost of each colony.
- g. **Revenue:** Each planet produces a certain amount of revenue based on their terrain type and any other modifiers. You place the base revenue here. See **Beginners Book, Civilian Phase, Revenue**.

- h. **Total:** This helps track the totals of each column in the chart. These totals are the most active section on the chart. *It might even be useful to keep a separate total track on a separate paper.*

EMPIRE NOTES					
Population Total					
Job Assignment	Civilians	Sum	Potential	Actual	Total
Agriculture					
Notes:					
Technical					
Notes:					
Research					
Notes:					

- ii. **Empire Notes:**
Here you will also record your total population numbers, how much are in each job, various modifiers and total points each job produces. Underneath each job assignment is a space to write down all related technologies that will have an affect on jobs, colonies, or population.
- iii. **Diplomacy Card:** See the Beginners Manual.
- iv. **Unit Stats:** These stats are found at the back of the Empire Notes. These detail the stats, costs, and loadout of each unit. You will also find an abbreviated chart in the GINreference book.
 - a. **Type:** notes what class of unit it is
 - b. **Slots:** Hbw many upgrades a class of unit may have.
 - c. **Defence:** ability to avoid being hit.
 - d. **Accuracy:** Hbw accurate the unit is when firing certain weapons.

- e. **Damage:** How much damage a unit may actually do. Unless stated otherwise, 1 damage is assumed by any weapon.
 - f. **MP:** Dictates how far a unit may move on the map board and how many actions it may have during combat.
 - g. **Cost:** Its initial cost when purchasing a new unit. This is subject to change as a unit class is upgraded.
 - h. **Maintenance:** This is how much a unit costs to upkeep each round. This is subject to change as the unit class is upgraded.
 - i. **Slot Space:** The large open space below each unit is dedicated to unit notes and upgrades. Here the player will write down what a sort of upgrades the unit class has, and notes what it does for reference.
 - j. **Modifying stats :** Each of the items above, from i-viii, has space beside each unit's base stats. The player modify these stats here as he gains new technologies. Write the new number beside the old one.
- v. **Technology Tree:** Here players will find the complete technology list. There are 8 categories, each with their technologies that will benefit the empire in some way. Each category has a number beside it.

For example, Construction has "1" beside it.

The total amount of technologies will be found after the category, Construction shows 19.

Thus we will see below "1.CONSTRUCTION 19"

- i. **Level:** There are different levels of technology within each category. Each of these levels are indicated on the left (such as 6) and it is followed by second number, the **RP cost**. A player cannot progress to the next level until he has researched the level previous to it. He may only research one technology in each level. More is explained in the **Beginner Book, Research**. Also see **GIN Reference Book** for more details on each tech.
 - ii. **RP Cost:** The cost of each tech increases at each level.
 - iii. **Tick Circles:** The player may use the circles to check off the technologies as he researches them
- a. **Unit Chart:** This chart tracks the stats and load out of an empire's units. Each class of unit has its own set of stats, a basic technology loadout, and a number of technology slots designated for upgrades. This chart will also be useful for combat, keeping track of the various modifiers.

These Charts may be found at the back of the Reference Book

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III. GALACTIC CHART

GALACTIC ACIEVEMENT and ROUNDS CHART									
0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69
70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99

The Galactic Chart tracks events, current round, and total GA for each player. Finally, it tracks when the next Galactic Senate Ruler Vote will take place.

Events: Most events do not have a corresponding chit. Take one of the "Event" chit pairs, placing one on the card and the other on the Chart.

Thus if an event lasts three rounds, choose an event chit (say blue), place one on the event card, and then the second one on the "3" on the GA Chart. This will move down at the end of each round. At the end of the last round, when the chit moves onto the "0", the event is removed.

IV. UNITS

There are various classes of units that are used throughout the game.

i. Types of Units



Ships Ships shoulder most of the action. There are four classes of ships- *Scout* (small), *Destroyer* (medium), *Cruiser* (large), *PeaceMaker* (Huge). Each class has a corresponding chit with a picture in the middle and numbers at each corner.



One may refer to the **Reference Book** or their **unit sheets** for details.



Each ship chit, excluding the transport, has four or 5 numbers shown on it. The base defence number is located at the top left, base accuracy on the top right, base MP on the bottom left, and the base damage and armour are on the bottom right, in that order.



Space Station: Space stations do not have a unit size, but levels. They are stationary units that are stationed near a colony in any system. Only one space station per system is allowed. Players keep track of their station's level using the MST, as found at the beginning of this book. Other than movement, they are much like the ship units. They may engage in combat, and they may defend a system. They also indicate an empire's Zone of control for that

system They will also help increase fleet range and fleet supply- refer to the **Beginner Book, Movement**, for more details.



Troops Troops are the empire's ground defence of any colony. Like ships, they have an attack and defence, but they do not have any MP. The only way they may move about is through transportation. Like ships, they may participate in combat, or rather, Ground Combat- see the **Advanced Book, Movement**. Also like ships, they may be upgraded.



Intel: Intel is a resource and a unit- it is spent like CR to initiate an Intel action. Yet like units, it is purchased and it has base stats for attack and defence when performing an action or defending against one.



Transport: Transports are passive units whose sole function is to carry civilians, troops or fleet supply about the Galaxy. They are always equipped with the latest engine, free of cost. They may move about the board like any ship, but they cannot engage in combat. See **Advanced Book, Movement**, for details.

OTHER CHITS



Civilians Civilians are the main workhorse behind the empire. Their work turns into FP, LP, RP, and CR Each empire has their own set of civilian chits for on board play.



Fleets Fleet Chits are used to represent a large fleet on the map board in place of that fleet.



Leader: Leader chits represent an empire's hired leaders. They may board any ship, or be placed on planets.



CR CR represents the money and currency of the empire.



Generic Numbered Chits: These are mostly used on the Empire Card to dictate total population and job numbers. They are also used to track requisite costs for ongoing projects. Finally, they are used to represent neutral empire civilians that may be found during exploration.



Damage Chits: This represent the damage taken by any ship, station, or planet.



Event Chits These correspond to certain event cards. They remain on the board in place of that card, which is placed on the side of the map to indicate that it is active.

MORAL

Rebellion/Moral: The moral side is placed on the planetary track to indicate the planet's current state of contentment. It can go up to 4 moral, but if it goes below 1, it can be flipped over to the rebellion side.



Production/Research chits: These are used to indicate that there is an ongoing project. They are placed on the Empire Card, and underneath them are placed the remaining costs of that project.



Rounds Chit: Used to track what round it is on the GA track



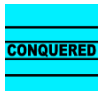
Minor Empire Chits Various minor empires may appear in the game. They are much like regular empire chits.



Solar Event Chit: Chits that are placed on the board when instructed by an event card. Some of these have a specific event counterpart, some of them do not.



Barricade/Conquered: Indicates that a world is either barricaded or conquered.



Causa Belli: Placed upon an empire's home world when it breaks a treaty with another empire without using the diplomacy action to do so.



Mines a certain amount of these explosive devices may built when researched. These are placed on the board on a tile containing that empire's colony.



Homeworld and Capital: Indicates that this is the home world of an empire. This is placed on the starting colony at the beginning of the game.



First Player: This chit is given to the player who will start first that round. All phases and actions start with this player.



Senate: At the start this is placed on the GA track to indicate when the first senate phase will begin. Afterward it is used to indicate when the next Sole Ruler Vote will take place.



Debris: placed on top of ships destroyed in battle. These may disrupt movement and accuracy in tactical and simple ship combat.



Diplomacy Chits: These chits are used to keep track diplomatic exchanges between different players.