

AGE OF GALAXY

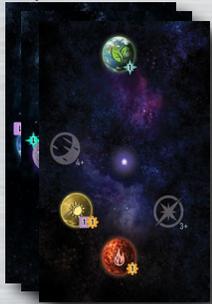
RULEBOOK

- Sample Only -

Prologue

A new galaxy - the Silver Crescent was discovered unexpectedly in an interstellar expedition. With plentiful resources and mystical relics, civilizations sail through the Silver Crescent for their very own interests. Tensions, distrust and aggression soon arose. You, the mighty leader of our kind, shall form your own alliance and make the right choices to become the very best empire in this new age of Galaxy.

Components



System Card x8

0	9	10	19
1	8	11	18
2	7	12	17
3	6	13	16
4	5	14	15

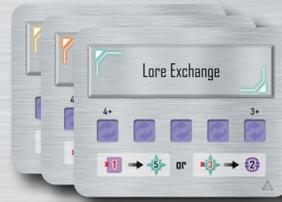
Prestige Board x1



Action Board x1



G&A Board x1



Trade Card x5



Tips Board x1



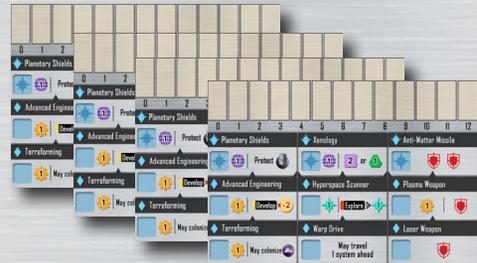
Action Cube x64
(4 Colors x16)



Credit Counter x4



Productivity Counter x4



Player Board x4



Faction Card x30



Tips Card x4



Galactic Fleet Token
x1



Planet Token x5
(5 types x1)



Turn Order Token x4



Explore Token x9



Influence(1)
Token x10



Relic/Discovery(1)
Token x26



Influence(3)
Token x3



Relic/Discovery(6)
Token x4



Cruisers x 36
(4 Colors x9)

Overview

Each player in AoG is controlling a close alliance usually with 3 factions in it. The term “alliance” always refers to the combination of factions face-up in front of the player instead of actual allied players.

Within the 5 rounds players need to form their alliance, manage resources and do the actions to gain as many Victory Points (VPs) as they can. At the end of the game, the player with the highest VPs will be the winner.

Symbols and Meanings



Credit ; A type of resource



Productivity ; Source of credits in production phrase



Discovery ; A type of resource



Influence ; A type of resource



Prestige ; A source of VPs. Place your cube on top if you encounter other cubes in the same space.



Relic ; A source of VPs



Cruiser ; useful for war and explore. Maximum 5 in hand.



Strength ; Tie breaker of War phase, determine the amount of  could be kept after war



Technology ; Boosts that could be unlocked by Research action



Advanced technology but need an extra  to be researched.



Ability that could be activated in production phrase. They could be found on faction cards.



Ability that could be activated unlimited times in player's turn. They could be found on both tips board or faction cards.



Ability that could be activated when the faction debuts. They could be found on faction cards.



Actions that could be activated multiple times per one attempt



Colonized Planet ; A source of VPs



Developed Planet ; A source of VPs ;
Rules related to  also applies.



Planet acquired by  ; No longer
score VPs for the original player.



Arrow of transferring resources,
from A to B



Arrow of effect,
after A occurs, then B happens

N

Gain amount "N"
E.g.  gain "N" prestiges

x N

Spend amount "N"
E.g.  spend "N" credits

x -N

Discounted in spendings
E.g.  spend "N" less credits



Planet icon ; Based on the number of
players, replace it by random planet
tokens face-up if needed.



Exploration point icon ; Replace
this by random explore tokens
face-down.  represents the additional
exploration points for more players.

Planets



Warm



Oceanic



Arctic



Desert



Volcanic



Barren

Ideologies



Militarism



Culturalism



Industrialism



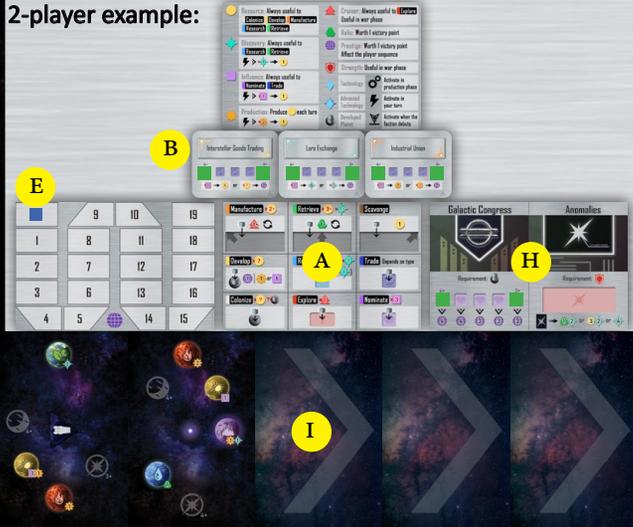
Diplomacy



Science

Set Up

2-player example:



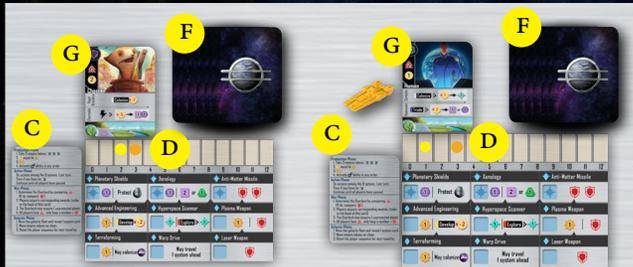
A Set up the **prestige board**, **action board** and **G&A board**.

B Randomly draw 3 **trade cards**, with the side featuring the icon .

Each player:

C Set a **player board** and a **tips card** in front of themselves.

D On the top of their **player board**, place a **credits counter** on slot number 0 and a **productivity counter** on slot number 3.



Left Player chose Chaeilki as the starting main faction, so they get 2 extra .

Right Player chose Human, so they get 1 extra  and 1 .



- E** Pick a color and place an **action cube** on the space “0” of the **prestige board**. Arrange the first player color on top and others below clockwise. The last person who won is the first player. If this is the first game of the group, the game owner is the first player.



- F** Draw 7 **faction cards** as their hands. Discard up to 3 and draw back to 7. Players will not draw any more cards in the game.

Experienced players can try variant “Faction Drafting” in P.33

- G** Pick a **faction** as the starting main faction of their alliance. Get the debut bonus of the card (refer to “as a main faction” on P.31)

- H** For 1-3 players, some of the slots on **trade cards** and **galactic congress** might be covered by the **action cubes** from an unselected color.



- I** Set up the Galaxy with random **5 system card** (2 Face-up, 3 Face-down), set the **galactic fleet token** on the first system card. Then, draw random planet tokens or exploration tokens to cover these icons: ☾, ✨ or ☄ respectively.



Finally, put all the **other tokens** aside to form the supply pool.

Phases

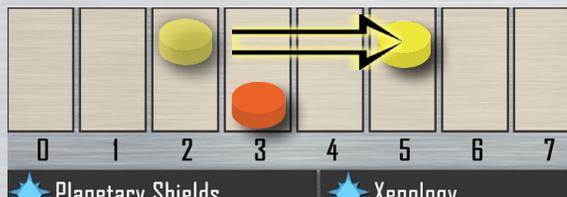
Each round consists of 4 phases in the following order:

Production -> Action -> War* -> Galactic

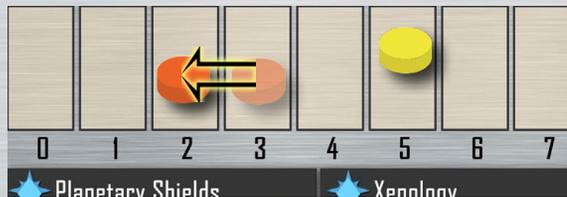
*Except for Round 1, it does not have a War Phase.

Production Phase

1. Take 3 action cubes.
2. Gain  according to . 12 is the upper limit for both  and .



3. Lose 1 



4. Activate  ability in any order. These abilities come from the main faction cards. For the details of faction

Action Phase

Players take turns to do 1 action depicted on the action board using action cubes. The actions could be affected by technologies (P.24-25) or main factions (P.30-31) in the alliance.

Players CANNOT pass until running out of action cubes in hand. This phase ends if all players have passed.

Apart from doing actions, players may also do these at anytime during each turn:

- Play ONE faction card from hand (details: P.24)
- Convert resources by  effect from tips board.
- Activate  effect from main faction cards.

All actions require players to put an action cube on a specific place. The action board will guide the locations:



Actions in Detail

Actions on system card:

Colonize

Cost: ● = amount of ● owned by the player before this action.

- This action is to acquire a planet in a peaceful way.
- You can only colonize a planet that is...
 - Reachable
 - Unoccupied by any cube or ▲
 - Match the adaptation of your main factions. (Details on P.31)
- Conduct this action by putting an action cube on a planet fits the above requirements. Then acquire the resources stated.
- can only be colonized by players who researched "Terraforming".

Key Concept - Reachable:

- This term applies in a lot of rules related to system cards.
- All the game elements on or before the system card with ► are counted as "Reachable" unless Warp Drive is researched.



Reachable

Not Reachable
(Warp Drive needed)

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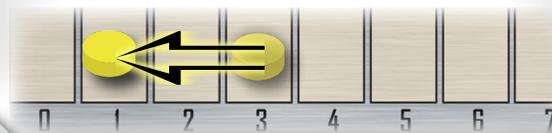


For example, Red wants to colonize the circled planet.

First, it needs to be reachable. As it is not on the systems beyond ►, it is reachable.

Second, the planet needs to match the adaptations of the main factions. As Red has a main faction with ● adaptation, this planet is available for them to colonize.

To colonize it, Red needs to pay 2 ●. Then, Red gets 2 ● as the reward.



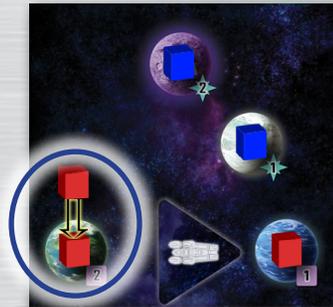
16

Actions on system card:

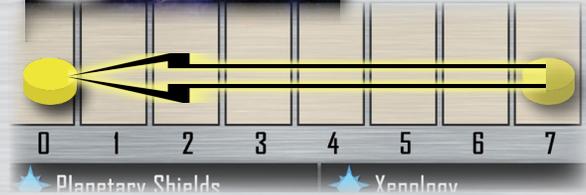
Develop

Cost: 7 ●

- This action is to transform a colonized planet into a developed planet to gain more VPs and acquire the right to **Nominate**
- Conduct this action by putting an action cube on a colonized planet. A player **CANNOT** develop any colonized planet owned by others.
- Reward 1 🌐.
- Then, choose [1 ● and 1 🌸] OR [1 🟪] as the second reward.



For example, If Red wants to develop the circled colonized planet, they need to pay 7 ● to do so.

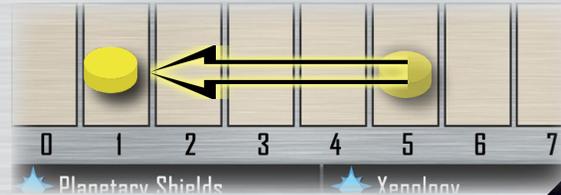


Actions on action board:

Manufacture

Cost: 2 ● for each ▲

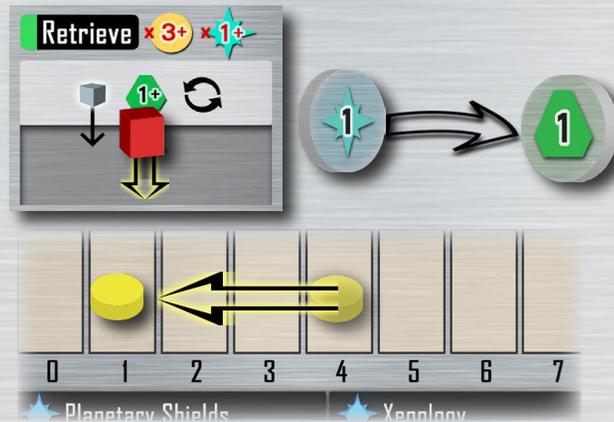
- Manufacture is the main source of ▲ which is useful for war or explore.
- Conduct this action by putting an action cube in the lower area of the action box. Then manufacture any number of ▲ by 2 ● each.
- Each player can only keep maximum 5 ▲ in hand.



Retrieve

Cost: 3  for each  converting

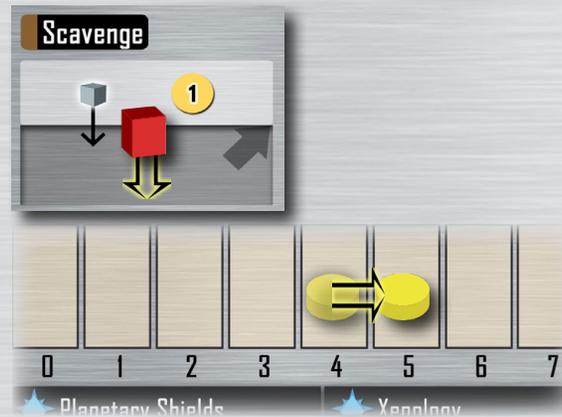
- Retrieve can turn  to  which scores VPs.
- Conduct this action by putting an action cube in the lower area of the action box. Then convert  to  and pay 3  for each converted.



Scavenge

Cost: None

- Scavenge is to directly get .
- Conduct this action by putting an action cube in the lower area of the action box. Then get 1  as reward.

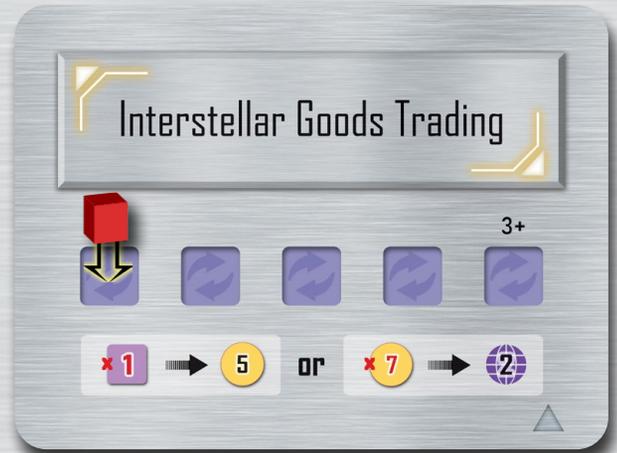


Action on trade cards:

Trade

Cost: Depends on trade card

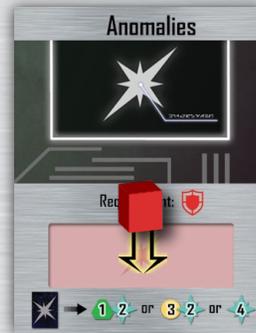
- Trade is to exchange resources according to trade cards.
- Conduct this action by putting an action cube on any unoccupied slot of a trade card. Then, trade resources according to that trade card. A player could only do the exchange once in a trade action.
- If there is no available slots on a trade card, the players cannot use that card again in the round.
- Filling up a trade card will trigger golden age which give players extra action cubes. It will be explained in galactic phase (P.28-29)
- If a player does not have enough resources to trade, they cannot choose this action to block the slots.



Action on G&A board:

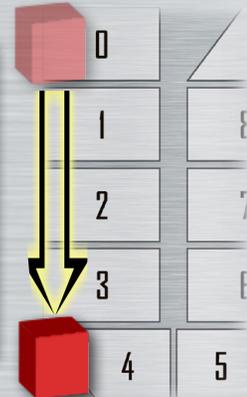
Explore Cost: 1 

- To do this, the player needs to at least have one 
- Explore is to send out troop searching for ,  or .
- Conduct this action by discarding a . Then put an action cube on the anomalies area of the G&A Board. Reveal any **reachable**  to acquire corresponding awards and discard the  afterwards.



Nominate Cost: 3 

- To do this, the player needs to own at least one  that is not not acquired by military. About military acquisition, please refer to War Phase (P.26)
- Nominate is to become a leader of the Galactic Congress in order to gain 
- Conduct this action by spending 3  and putting an action cube on an available slot on the Galactic Congress. Then gain  according to the number marked below the slot.
- Once a slot is occupied, it will not be removed.



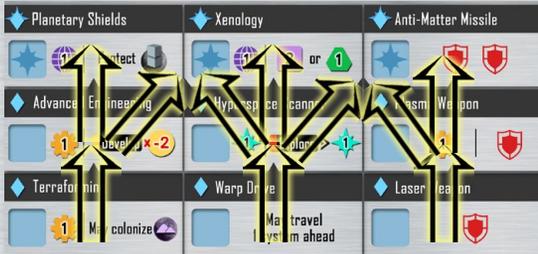
Action on player board:

Research

Cost: 3  or 1 

 Cost: 3  or 1 
AND 1 extra 

- Research is to activate technologies on the player board.
- Conduct this action by putting an empire cube on the box on any unresearched technology. Then, acquire all the resource rewards if any. (For example, 1  is the reward of researching "Terraforming")
- Terraforming, Warp Drive and Laser Weapon are the only three available technologies in the beginning. The upper level technologies will be available once the path is unlocked:



- The highest-level technologies only require either one (NOT Both) technology researched on the path.

For example, Red can research "Planetary Shields" as they have already researched "Hyperspace Scanner".



Factions may have unique technologies. They are always counted as 

War Phase

For Round 1, SKIP this phase.

1. Compare the number of  in hand. (Not on planets)
Get the corresponding awards of the below table.

	Overlord	2nd-place	3rd-place	4th-place
	1  1 	\		
	2  1 	1 	\	
	3  1 	1  1 	1 	\

If tie, the player with more  wins. If tie again, both of them get award.

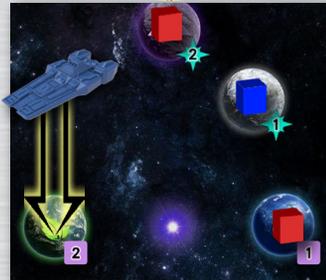
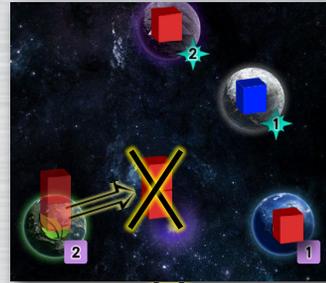
2. If there is only one Overlord, the Overlord may acquire a **reachable** unprotected planet by removing its cubes (if any) and put a  on it. Unlike Colonize, this act ignores resources reward and the adaptation requirement. When a planet is acquired by , it becomes a  and no long belongs to the original owner.

3. At the end of this phase, all players discard  in hand down to the number of  they have.  placed on planets need not to be considered in this step.

Key Concept - Protection of planets:

- If a player's number of  \geq number of their owned planets, all of their owned planet counts as protected. Otherwise, **all of them** counts as unprotected.
- **No need to include**  for the above calculation. **They are always counted self-protected.**
- Planets could be protected by the technology or faction abilities regardless to the amount of .
- An unacquired planet is always unprotected.

For example, Blue has the most  and becomes the Overlord. Blue gains 2  and 1 . As it is a 3 player game, Green gain 1 .



Then, Blue may choose to acquire a **reachable** unprotected planet. Red only has 1  so Red's planets are unprotected. Blue decides to acquire the . To do so, first return the cubes on the planet back to supply. Then, put a  on it. Remember, by doing this, Blue could not get 2  but can avoid Red to earn VPs through .

Then, all player discard  down to . Let say Blue has only 1 , 1  would be lost as Blue could only keep 1.

Galactic Phase

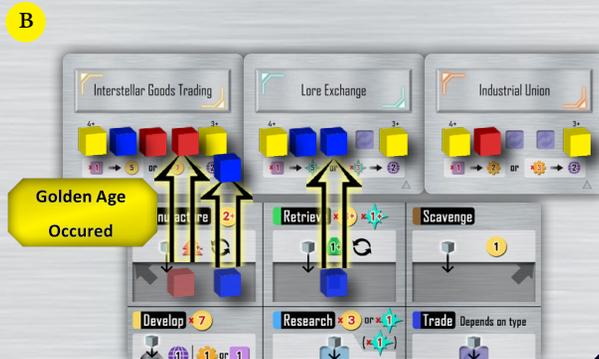
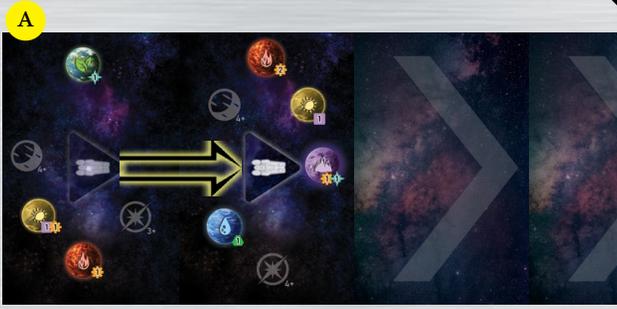
1. Move the ▶ to the next system card on the right. Then, reveal the next system card. Place any explore token or planet token if needed. **A**

2. Move the action cubes of the top 3 actions to the corresponding slots of the trade cards= even if there is no empty slot on them. If all the slots are covered, golden age occurs at the end of the round. **B**

3. Reset the player sequence for the next round by 🌐. The player with the higher 🌐 goes first. If tie, the player having the cube on top goes first. **Remember, when gaining 🌐, place the cube on top of other cubes in the same space on the prestige board.**

Key Concept - Golden Age:

- The action cubes (including these exceeded the slots) from the fully filled trade card will return to their player.
- A maximum of 3 cubes could be returned to a player no matter how many trade cards were filled, the rest are returned to supply.
- Flip over the trade card. there are no limited slots so the card will no longer trigger golden age again.
- As a result of Golden Age, some of the players may choose more than 3 actions in the next round.



Faction cards

Each turn players can play ONE faction card as either: **1) one of the main factions in their alliance, 2) the true major ideology 3) or a one-time reinforcement.**

As a main faction (Maximum 3):

- Gain the debut  and 
- Activate  effects
- From now on, the player gains the faction unique abilities and be able to colonize the adaptation planets mentioned on the card.
- Some factions have unique technologies to be researched.
- Players cannot change their main factions once they are debuted.

As a one-time reinforcement:

- Gain the bonus shown besides the planet symbol in the bottom left corner.

As the true major ideology (Maximum 1):

- Players could change their major ideology of their alliance once per game
- A faction card could be put underneath the middle main faction and only showing its ideology symbol. (as the example shown on the right).
- Both the effect or bonus of the card are ignored.
- That ideology is now the major one regardless the ideology of the other factions. (even when all 3 main factions have different ideologies)



Key Concept - Major Ideology:

It means the majority of the ideologies among the factions of an alliance. The major ideology can be overridden by showing the true major ideology.



Game End and Scoring

- When the  reaches the last system card, the game ends **after War Phase of the next round**.
- Then each player counts their VPs from:

Prestige 	1 VP each
Galaxy	1 VP for each  2 VPs for each   Caption: Do not count 
Relic 	1 VP each
Major Ideology	 : 1 extra VP for each researched  technology  : 1 extra VP for each 4  , rounded down  : 1 VP for each   : 1 extra VP for each   : 1 extra VP for each 2  , rounded down Players without a Major Ideology do not gain any VP

- The player with the highest VPs is the winner. If tie, counts the player sequence of the last round, the player on top wins the tie.

Variant

Faction Drafting:

Each player receives a hand of 7 faction cards, dealt randomly. Each player looks at their hand without showing it to the others and selects a card before placing it face-down before them. Players pass the remaining cards to their neighbour in left-hand side. Once every player has selected their card, each player then takes the hand of cards handed from their neighbor. Then the process is repeated until each player has selected 7 cards as their hand.

Explored Galaxy Mode:

Set up the game as usual but when setting up the system cards, all system cards are face-up.

Solo Mode:

Will be included in Kickstarter version as a stretch goal!

FAQ

Q1: Some abilities allow me to earn bonus by owning a type of planet. Do I count ?

Answer:

- Yes. Let's take Legarchaea as an example, the player with Legarchaea as one of the main faction can earn 2  for every  in Production Phase. If this player owns any  with the type , these planets are also counted in this ability.



Q2: If a tech has a vertical line do you get the rewards on both sides?

Answer:

- Yes, you get the rewards on both sides.
- You will see "or" if you are supposed to choose either one. For example:



Q3: Is there a limit of extra actions given to a player when Golden Age occurs?

Answer:

- No matter how many trade cards are full, a player could only maximumly get 3 extra action cubes.
- Therefore, a player may have 3-6 actions in the round when Golden Age occurs.

Q4: For  effect, is there any limit of activation?

Answer:

- No. you may do it multiple times as long as it is in your round.
- Take Cheiki's ability as an example, in your turn, before or after you take an action, if you have enough  and you want to do it, you can convert 5  to 1  & 1 . You can do that multiple times.



Q5: Do "Feimur-V5" gain 2  per  lost?

Answer:

- No, Feimur-V5 earn you 2  in total if at least one  is lost.
- For example, at the end of war phase, you have 5  & 2 . Although you lost 3  in total, you only gain 2  by the ability of Feimur-V5.
- To clarify more: 1) Acquire planets by a  won't count as losing . 2) You can never own more than 5  in a single moment so it is impossible to do something like "acquiring 1 extra  by an ability to have 6 in total, and lose 1  because there is a maximum of 5 I can own".



- By the way, the same logic applies to similar abilities.
- For example, when you colonize a planet that gives you 2 , you gain 1  instead of 2 by the ability of Auralis.



Q6: Regarding "Psykrion", what does "protect 2 extra  in war phase" mean with their energy shields?

Answer:

- If you have researched it, you lose 2 less  at the end of war phase.
- For example, with the help of this technology, even though you have only 3 , you can still keep 5  at the end of war phase.



Q7: Regarding "Scythe", do they place one of the spent  for "swarming" onto the planet?

Answer:

- No. You have to spend 2  first, then spend another  to acquire an unprotected plane and earn 1 .
- Simply speaking, 3  is required to activate this ability.



Credits

Story and Game Design: Jeffrey CCH

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