

Governor Power Summary

- Cylor:** May discard up to three ship cards of a surrendered world from his Hand and replace them with draws from the deck during of his Draw Phase each turn.
- Divergence:** May play a second ship (not in the Divergence column) in his turn after the first ship's power is used or forfeited.
- Ecup Contract:** May randomly draw one card from any player. Inspect it, and either: a) return it, or b) keep it and return another one from your Hand.
- Erithizonian:** May move any one Ally card in the current row to any other world's column in the current row.
- Felowi:** May reclaim any one visible card from a previous row in the Felowi column for his Hand.
- Imperials:** Receives one combat opportunity when he plays any Fleet Ship (6-10) on the Imperials column.
- Kha'Farjimmn:** May play a ship on its column face down.
- Myrmidon:** May randomly draw half (fractions rounded up) the Hand of one player (the victim), and place them into the victim's Reserve without inspecting them.
- Ally cards may be played on any Governor's world to activate the Governor's Power.

Ship Power Summary

- NOVA (0):** Cannot be attacked by other ships.
- DRONE (1):** May randomly draw one card from the Hand of that world's Governor, inspect it, and place it into the Governor's Reserve.
- SHUTTLE (2):** You may examine and reject your initial card draw.
- TRANSPORT (3):** May improve one visible Base in this world's column.
- ASSAULT CRAFT (4):** May damage one visible Base in this world's column.
- RAIDER (5):** May randomly draw one card from the Hand of that world's Governor and add it to your Hand.
- FLEET SHIPS (6-10):** Allows you to attack other ships and/or Bases with that Fleet Ship if given a combat opportunity.

Sequence of Play

- ACTION PHASE:** There are three alternative actions A1, A2 and A3, as described below. You must do exactly **one** of these three actions in your action phase. (*Exception: If you have no ship cards in your Hand you may choose not to do any of these actions.*) Furthermore, there are three optional actions (B, C and D)—these are not mandatory; you can do none, some or all of these actions. You may do actions A, B, C and/or D in **any order** during your action phase.
 - Play a ship card from your Hand on a matching world's column that is still in play.
 - Discard from your Hand a single ship card of a world which has surrendered.
 - Play a ship card facedown as a Garrison and place an unplayed Base on it—this establishes your secret Base. When selecting this action, you **may not** conduct actions B or C on this turn.
 - Place one of your unplayed Bases, or instead reveal your secret Base.
 - Use the ship power of the ship you played (including the conduct of combat).
 - Play a technology card from your Hand.
- GOVERNOR POWER PHASE:** If you were the Governor of the world when you played a corresponding ship card (or an Ally) in the Action Phase, you may use the Governor's power now (though you may decline to use it). The exceptions are the powers of the Cylor, Divergence and Kha'Farjimmn, which are used at different times in the turn, as specified by their power.
- WORLD SURRENDER PHASE:** If all remaining worlds have a ship in play in the current row, turn face up the cloaked ship of the Kha'Farjimmn (if any). If there is only one lowest ship within the round's row, the world with the lowest ship value in that row surrenders. Governor(s) who control the highest ship(s) in the current round's row are awarded Spoils of Victory when another world surrenders. After the Spoils of Victory are taken, the round ends.
- DRAW PHASE:** Draw one card from the deck for your Hand **or** return all cards in your Reserve to your Hand.

R U L E B O O K

GALAXY THE DARK AGES



**GMT
GAMES**

1. Introduction

This is a science fiction combat game for two to five players (the more the better). Eight races—each inhabiting a different world in a sector near the far rim of the galaxy—are engaged in a conflict for supremacy from which only three can emerge. The conflict consists of five rounds. Each round ends with the surrender of one of the eight worlds.

During your turn, you play a ship card to defend or harm the corresponding world to varying degrees. You may also place one of your bases on a world during your turn. Bases give you influence, and the player with the most influence over a world becomes its governor. Whenever you play a ship card on a world where you are governor, you may use that governor's power.

Play progresses clockwise around the table. When all of the remaining worlds have been played upon, the one with the lowest value ship card surrenders and is eliminated from the game, ending that round. Additional rounds are played until only three worlds remain or until all Hands and Reserves are exhausted, at which time the game ends. Players count their influence on surviving worlds to determine victory.

2. Components

The game contains the following materials:

- This rulebook
- 25 chips (Bases); five each of five different colors
- Four six-sided dice
- 120 cards consisting of the following:
 - * Two each of eight different world cards showing the race which inhabits the world (has the words "World Card" on it)
 - * Eight sets of eleven ship cards (numbered 0 to 10), one set for each world (each has word "Galaxy" on back)
 - * One set of eleven ship cards (numbered 0 to 10) designated as Ally (each has word "Galaxy" on back)
 - * Five Technology cards (each has word "Galaxy" on back)
- One Draw/Discard tray

If you are missing any components, contact:

GMT Games

P.O. Box 1308

Hanford, CA 93232-1308

www.gmtgames.com

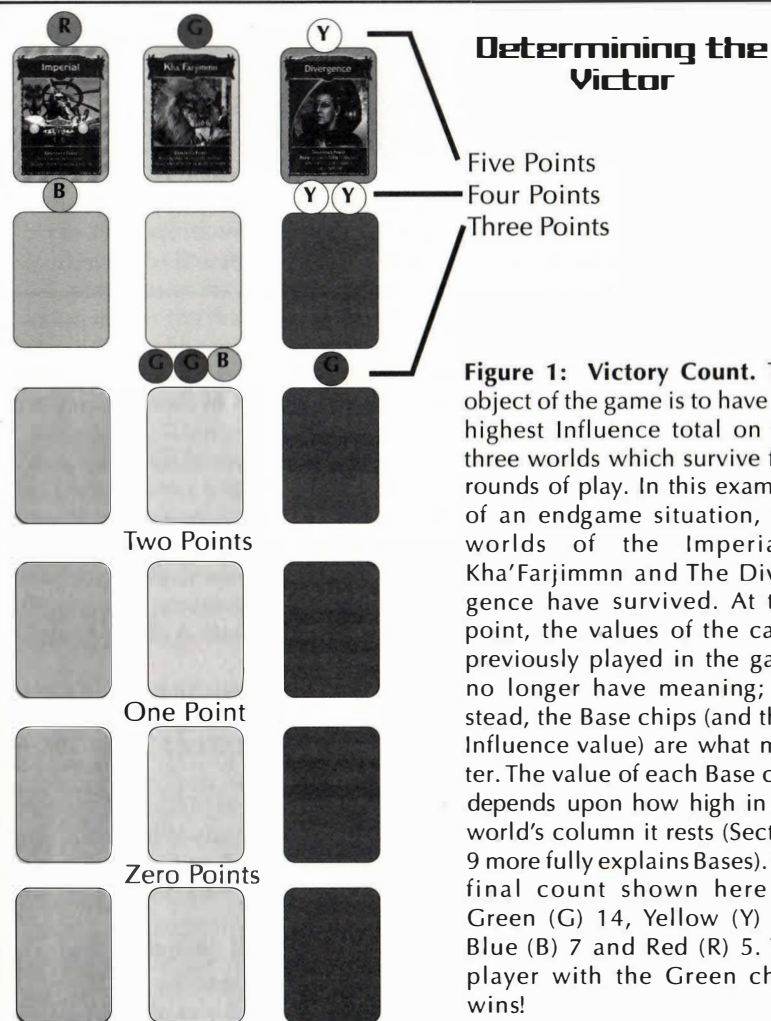
(800) 523-6111

Should any questions concerning play arise, we will gladly answer them. Please label your inquiry "ATTN: Galaxy Rule Question."

3. How to Win

The game ends after five rounds with only three worlds surviving or at the end of a turn if all players' Hands and Reserves are empty. At that moment, all secret Bases are revealed, playing surviving Bases above the Galaxy row. The player with the most total Influence (the sum of the values of surviving Bases) is the winner (see Figure 1).

If there is a tie for most Influence, the tied players determine the value of their Hands. Each ship of a surviving world is worth double its value. Each ship of a surrendered world is worth its face value. Each technology card is worthless. The winner is the tied player who has the highest-valued Hand. If still tied, the winner is the tied player who played last.



4. PREPARE TO PLAY

1. Give each player five Base chips of the same color.
2. Place one of each of the eight different world cards (white border on card back) face up randomly in a straight line forming the Galaxy row. The second card of each world will be given to the Governor when one is established during play.
3. Each player rolls two dice to determine a high roller who will become dealer. The dealer shuffles the non-world cards (no border on card back) and deals eight cards facedown to each player. The rest of the deck is placed facedown to form a Draw Pile. Each player picks up his eight cards (which form his Hand). The game is now ready to begin.



Figure 2: Setup. Four players sit down to play the game. They prepare for play by placing eight distinct world cards in a row at one end of their table. Each world heads a column where future cards will be played.

5. SEQUENCE OF PLAY

Each player's turn consists of the four steps (phases) described below. Each phase is completed before proceeding to the next phase. Details of these phases are explained in later sections.

1. **ACTION PHASE:** There are three alternative actions A1, A2 and A3, as described below. You must do exactly **one** of these three actions in your action phase. (*Exception: If you have no ship cards in your Hand you may choose not to do any of these actions.*) Furthermore, there are three optional actions (B, C and D)—these are not mandatory; you can do none, some or all of these actions. You may do actions A, B, C and/or D **in any order** during your action phase.
 - A1. Play a ship card from your Hand on a matching world's column that is still in play.
 - A2. Discard from your Hand a single ship card of a world which has surrendered.
 - A3. Play a ship card facedown as a Garrison and place an unplayed Base on it—this establishes your secret Base. When selecting this action, you **may not** conduct actions B or C on this turn.
 - B. Place one of your unplayed Bases, or instead reveal your secret Base.
 - C. Use the ship power of the ship you played (including the conduct of combat).
 - D. Play a technology card from your Hand.

2. **GOVERNOR POWER PHASE:** If you were the Governor of the world when you played a corresponding ship card (or an Ally) in the Action Phase, you may use the Governor's power now (though you may decline to use it). The exceptions are the powers of the Cylor, Divergence and Kha'Farjimmn, which are used at different times in the turn, as specified by their power.
3. **WORLD SURRENDER PHASE:** If all remaining worlds have a ship in play in the current row, turn face up the cloaked ship of the Kha'Farjimmn (if any). If there is only one lowest ship within the round's row, the world with the lowest ship value in that row surrenders. Governor(s) who control the highest ship(s) in the current round's row are awarded Spoils of Victory when another world surrenders. After the Spoils of Victory are taken, the round ends.
4. **DRAW PHASE:** Draw one card from the deck for your Hand **or** return all cards in your Reserve to your Hand.

6. DETERMINING THE FIRST PLAYER

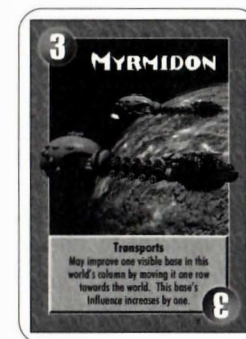
Players bid for the right to take the first turn. Inspect your Hand. The dealer bids first and **must** make a bid. Thereafter, the bid passes clockwise to the next player who must bid higher or pass. The bid may circle the table several times if necessary. Passing on a bid opportunity does not prohibit you from bidding again should the bid return to you. The bidding ends when a bid of 10 is made or when all other players have passed consecutively. The player who bids the highest ship value makes the first play of the game. He **must** play a card equal to the value of the bid, and he may not play it as a secret Base. Other players are not bound by their bid and may play any card on their turn.

If the player winning the bid does not have a card equal to their bid to play, then they lose one of their Bases for this game and may only use four Bases; a card higher than the bid is not permitted. In this case the next highest bidder must begin the game and play a card equal to his final bid or suffer the same penalty.

Bidding is only conducted to determine who takes the first turn of the game. Thereafter, play proceeds in a clockwise order around the table with each player taking a turn, followed by the next player, and so on.

7. PLAY A SHIP CARD (Action A1)

In your turn, you may play a ship card on a world still in play from your Hand; remember you must do exactly one of actions A1, A2 or A3, unless you have no ship cards in your Hand. To play a ship card, you place a ship from your Hand in the column for its matching world in the current round's row. In the first round, the "current row" is directly below the Galaxy Row of worlds. In subsequent rounds, the "current row" is a new row directly below the last round's row.



Ally ship cards are an exception to the requirement to place a ship in the column of its matching world. Ally cards have no world in this game. These are "wild cards" which can be played on any world.

You can play on top of existing ships in the current row. However, ship values are not cumulative; if another ship is played on a world's column in the current row, it covers and replaces the previous ship. The previous card is no longer visible and may not be inspected. It is out of play while covered.

You may never examine nor count the number of cards beneath any card already played or discarded.

Table talk suggesting alliances and/or a specific course of action is permitted and can be as specific as your group can tolerate. However, such verbal agreements are not binding. The only penalty for failing to keep a promise is loss of future credibility. Despite this "anything goes" mentality, you may **never** show any card to another player until you play or discard it, except as required by the rules of play (for example, when you reveal your secret Base, you must show the Garrison ship). You may promise or threaten to play a specific card, but you may not augment your threat by actually showing the card as proof of your intentions. If you show a card by "accident" or otherwise, the player to your left draws one random card from your Hand which is discarded as a penalty.

When every world has a ship card in its column in the current round's row at the beginning of the World Surrender Phase, check to see which worlds have the lowest value ship card (at this time reveal the Kha'Farjimmn's card, if hidden). If only one world has the lowest value ship card, the round ends and the world with the lowest value ship card surrenders. If two or more worlds are tied for the lowest value ship card, the round does not end. Players continue to take their turns normally and may play on any worlds—you are **not** limited to playing only on the tied worlds. The round continues until only one world has the lowest ship defense **and** every world has a ship card in its column in the current round's row at the beginning of the World Surrender Phase.

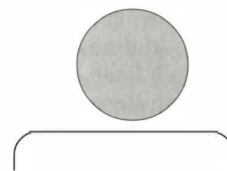
B. DISCARD A SHIP CARD (Action A2)

In your turn, you may discard **one** ship card from your Hand if its world has surrendered. The world must have surrendered for you to be able to discard one of its ship cards. Place the discarded ship card face up on the Discard Pile. A discarded ship cannot use its power. You may only discard **one** card per turn.

Remember that you must do exactly one of actions A1, A2 or A3, unless you have no ship cards in your Hand. Discarding is the equivalent to passing up the opportunity to place a secret Base or play in the current row, because you are not allowed to play a ship card in the same turn as you discard. Cards from worlds which have surrendered do have some value since they provide a form of insulation for your Hand—diluting the chances of more valuable cards being drawn from your Hand by other players using ship or Governor powers.

9. PLACE ONE UNPLAYED BASE (Actions B and A3)

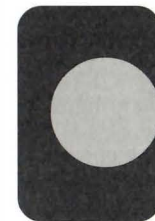
There are two types of Bases: visible and secret. Each Base is represented by one of your five chips. It is an advantage to play all five Bases during the game. Try to avoid leaving any unplayed.



VISIBLE BASES: You may place a visible Base in a world's column directly above the current row, but not above previous rows. The Base can only be played if that world lacks a visible Base for the current row. You may place this Base even if another Base had been played previously for the current row of that world if that Base is no longer there. The presence of, or lack of, a **ship** on that world's column in the current row has no effect on the ability to place a Base there. There is no limit to the number of Bases you can place in a round, but you may only place one per turn. You may continue to place a Base in every turn in which you have an unplayed Base remaining.

During the course of play, Bases will be upgraded and downgraded (shifting up or down columns into different rows). There is no limit to the number of Bases occupying the space above any given row in a world's column (including the Galaxy row). However, the current row's space must be vacant for a new visible Base to be placed.

SECRET BASE (Action A3): You may place only one secret Base per game. It must be placed in the first round before any world surrenders. To place a secret Base, play a ship card face down from your Hand and place one of your Base chips on it. The ship card played is called a Garrison. You may not conduct actions B or C in the turn when you place your secret Base. Ally ships may **NOT** be used as a Garrison. A player may freely examine his Garrison ship at anytime. When eventually revealed, a secret Base is placed above the Galaxy row in the column matching the world of the facedown Garrison ship.



REVEALING: You may reveal your secret Base during your turn **instead of** placing an unplayed Base. Reveal the Garrison ship, return it to your Hand, and place the chip as a visible Base in the Galaxy row above the corresponding world. If the Garrison ship's world has surrendered, the Garrison ship is placed in the discard pile (fulfilling action A2), and your Base is removed from the game. The retrieved Garrison ship may be played that turn or retained in your Hand (although if retained, you must still play or discard a ship card that turn—action A1 or A2). At the end of the game, all remaining secret Bases are revealed and handled accordingly.

INFLUENCE: Bases give their owner Influence on worlds. The player currently with the most visible Influence in a world's column is its Governor. The player with the most total Influence on surviving worlds at the end of the game is the winner.

The Influence value of each Base depends on its current position in relation to the world they occupy:

- Each Base above the Galaxy row is worth five Influence.
- Each Base above the first row of a world is worth four Influence.
- Each Base above the second row of a world is worth three Influence.
- Each Base above the third row of a world is worth two Influence.
- Each Base above the fourth row of a world is worth one Influence.
- Bases above or below the fifth row of a world are worth no Influence.

10. GOVERNORSHIP

The player who currently has the most Influence in a world's column is its Governor. That player is given the corresponding, second world card, to symbolize his Governance as long as he controls it. During play, Bases can gain or lose Influence value by being improved/damaged and shifting between rows of their world. When another player gains more Influence of a world than the Governor, the new player takes the corresponding world card from the former Governor. When another player merely equals the current Governor's Influence, nothing happens. There can be only one current Governor of a world.

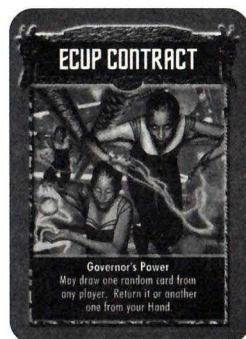
In the event of the current Governor's Influence being driven below that of two (or more) players with whom he was tied, the player who is reducing the current Governor's Influence must choose one of the remaining tied players to be the new Governor.

The current Governor of a world is the only player who can use that corresponding Governor power. A world's Governor may (but does not have to) use the Governor's power when he plays in that world's column a ship—either one of that world or an Ally card. A player must be the Governor of a world **before** the play a ship to use the Governor's power.

When a player's turn finishes, the ship(s) he played pass to the control of the Governor(s) of the world(s) where he played. For the purposes of Spoils of Victory and future ship-to-ship combat, the Governor then controls the ship. The Governor may not use the Governor's power when another player plays a ship card on his world.

11. RESERVE

Another player's play of a Drones card (see Section 12) or the use of the Myrmidon Governor power (see Section 15) may place cards in your Reserve. These are cards placed from your Hand face down in a single pile in front of you. They are no longer considered to be part of your Hand. Although you retain control of cards in your Reserve, you cannot play or discard them, because are not currently in your Hand. Likewise, because they are not in your Hand,



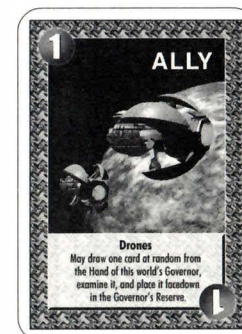
your Reserve cards can never be drawn by other players—making them immune to Drones, Raiders and the Myrmidon Governor. You may examine the cards in your Reserve at any time, but before picking up the Reserve to do so, you must place your Hand facedown on the table separate from the Reserve (reversing the process when you are finished reviewing the Reserve—you may not swap the Reserve for the Hand). You can only return cards in your Reserve to your Hand by choosing to do so instead of drawing a new card during your Draw Phase.

12. USE THE SHIP POWER (Action C)

In addition to its numerical value, every ship card has a unique power that **may** be used during the turn it is played.

NOVA (0): This ship cannot be attacked by other ships. The only ways to affect this ship are to play another ship on top of it, or use the Warp Drive, or use the Felowi Governor's Power on it.

DRONE (1): Playing this ship entitles you to draw one card at random from the Hand of that world's Governor. After inspecting it, place it face down in the Governor's Reserve—the card is no longer part of his Hand. You may inform other players what you drew with varying degrees of accuracy, but you cannot show them the card.



SHUTTLE (2): Playing this ship entitles you to examine and reject your initial card draw during your Draw Phase by returning it to the bottom of the Draw Pile. You must then accept the next draw to end your turn.

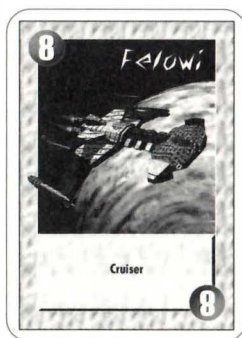
Alternately, you may put the first draw on the bottom of the Draw Pile and reclaim the card(s) in your Reserve instead of taking a second draw.

TRANSPORT (3): Playing this ship allows you to improve any one visible Base on its world by advancing it one row towards that world (or above that world's card in the Galaxy row if it is in the row below the world). This increases its Influence by one. A Base can never be improved beyond five Influence. Through this process, several Bases can occupy the same row of the same world column.

ASSAULT CRAFT (4): Playing this ship allows you to damage any one visible Base on its world by retreating it one row away from that world (including moving it below that world's card in the Galaxy row). This decreases its Influence by one. A Base can never be damaged more than one row below the current row in play. For example, if the current row is worth four Influence, a Base cannot be reduced to less than three Influence. Through this process, several Bases can occupy the same row of the same world column.

RAIDER (5): Playing this ship allows you to randomly draw one card from the Hand of that world's Governor and add it to your Hand. This does not prevent you from drawing in your Draw Phase; in effect you have increased your Hand size and lessened an opponent's.

FLEET SHIPS (6-10): Frigates, Destroyers, Cruisers, Battle Cruisers and Dreadnaughts are Fleet Ships with the same power to initiate combat but with varying strengths equal to the numerical value shown on the card. Playing a Fleet Ship allows you to attack other ships and/or Bases with that Fleet Ship if given combat opportunities.



13. Combat

COMBAT OPPORTUNITIES: You may attack a ship and/or Base with any Fleet Ship you play in the current turn, if any of the following apply. You gain as many of the attack opportunities below that apply at the moment of your play.

- **COVERING:** When you play a Fleet Ship on top of another ship, you gain one attack opportunity.
- **MATCHING:** When you play a Fleet Ship whose value matches that of another visible Fleet Ship in the same row but in a different column, then you gain one attack opportunity **for each** Fleet Ship whose value you match.
- **IMPERIALS:** When you are the Governor of the Imperials and play a Fleet Ship card in the Imperial column, you gain one attack opportunity.

Attack opportunities are cumulative from all three conditions. You may make one attack for each attack opportunity you gain.

SHIP-TO-SHIP COMBAT: If given a combat opportunity, you may attack **any** visible ship in the current row including ships on a world where you are the Governor (not the ship you just played of course, as it is the attacking ship). Combats are resolved by adding the value of the attacking Fleet Ship to the sum of a two-dice roll. The defending ship adds its value to the sum of its own two-dice roll. The Governor of the world rolls the dice for the defending ship. If a world has no Governor, the player to the left of the attacking player rolls the dice in defense.

- If the attacking total is greater than the defending total, the defending ship is eliminated and discarded.
- If the attacking total is equal to or less than the defending total, the defending ship is unharmed and **may** counterattack the attacking ship; a defending ship on a world without a Governor must counterattack.

If neither ship is eliminated after one attack and possibly one counterattack, that combat ends with no result. The attacker has used one of his combat opportunities. If the attacker's ship has not been destroyed and he still has combat opportunities remaining, he may attack the same ship again or choose a different target.

COUNTERATTACK: If the attacking ship fails to eliminate the defending ship, the defending ship may counterattack. The defending ship does not have to counterattack if there is a Governor of its world and he decides not to counterattack. If the defending ship's world does not have a Governor, it must counterattack. Although it takes a Fleet Ship to initiate an attack, any ship can counterattack. Both players again roll two dice and add the value of their ships. If the counterattacker's total is greater, the counterattack is successful and the opposing ship is eliminated. Otherwise, the combat ends with neither ship being eliminated.

ELIMINATION: When a ship is eliminated, it is placed on the discard pile. If any ship card is underneath it in the current row, this card immediately becomes the ship which defends the world in the current round. If there is no such ship card in the current row, the world is now undefended.

Combat Opportunities Example



Figure 3: In the above situation, if you play the Felowi Cruiser (8), you can not attack at all, because you have neither played on top of an existing ship nor matched the value of a visible ship in the current row.

However, if you play the Felowi Destroyers (7), you may attack once, because you have matched the Ecup Contract's allied Destroyers (7).

Were you to play the Felowi Frigates (6), you could attack twice, because you would match two visible Fleet Ships.

Were you to play the Myrmidon Frigates (6), you could attack three times, because you have played on top of an existing ship **and** have matched the value of two other Fleet Ships (Imperial and Divergence).

SHIP-TO-BASE COMBAT: Any **undefended**, visible Base on **any** row can be attacked by any Fleet Ship with a combat opportunity. A Base is undefended if it has no ship in the **current** row of the world's column. Unless the player who owns the Base rolls greater than the value of the attacking Fleet Ship with two dice, the attack damages that Base by moving it one row away from the world, with a resulting loss of one Influence. Bases, like ships, can be attacked repeatedly as long as the attacker has remaining combat opportunities. However, a Base can never be damaged more than one row below the current round's row.

SHIP CONTROL: You always control the ship you play **until** the next player begins his turn. At that point, all played ships are controlled by the current Governor of their respective worlds for purposes of combat and Spoils of Victory.

14. PLAY A TECHNOLOGY CARD

(Action D)

Technology cards augment a player's abilities for the **duration** of the round (**Exception:** Advanced Processing may be used only once). They are played in addition to a ship card and are displayed face up before the owner. Discard all played Technology cards when a round ends.

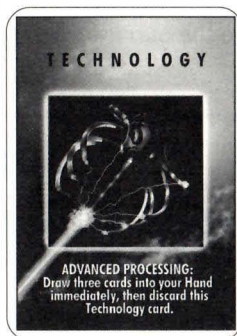
PHASER BANKS: Any ship/Base you control adds two (+2) to its combat dice rolls for the rest of the current round.

SCREENS: Any ship(s) you control is invulnerable to combat for the rest of the current round unless you allow them to be attacked.

SENSORS: If you roll (with two dice) less than or equal to the value of the played ship, then all players (except you) must check their secret Base and reveal it instantly if it is on the world on which you played the ship. You roll the dice and compare it to your ship's value every turn that you play a ship using the Sensors. The use of Sensors is optional, not mandatory. You may choose to not use Sensors and not roll the dice when you play a ship card. The Garrisons of revealed secret Bases are returned to their owners' Hands and the Bases are placed above the Galaxy row in the column matching that world. Secret Bases are revealed before the ship's power is used. If it is found at the end of the game that a player did not reveal his secret Base when Sensors were successful on that world, that player automatically receives a score of zero Influence for the game regardless of the value of any Bases remaining in play.

WARP DRIVE: You claim for your Hand any one visible card from the **preceding** row in the same world's column on which you play a ship each turn for the rest of the current round. If, due to Governorship of the Divergence, you play two ships in your turn, you may claim a card from each column on which you play. If you are also the Felowi Governor and play on Felowi, you will be able to reclaim two cards from the Felowi column this turn.

ADVANCED PROCESSING: You draw three cards into your Hand immediately. However, you must also immediately discard this Technology card.

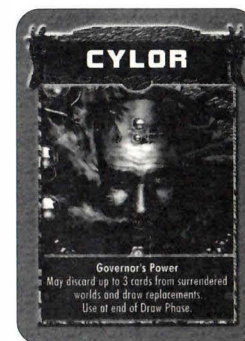


15. GOVERNOR POWERS

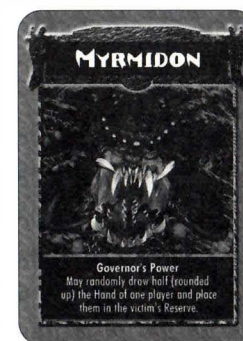
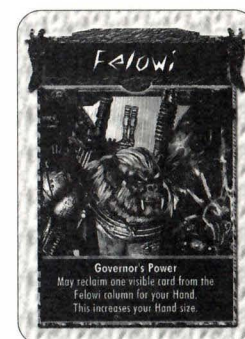
(Phase 2)

Each world has a power which may only be used by the Governor of that world whenever that Governor plays a ship on its column. A Governor is never required to use his power. If you are not already the Governor of a world when you play your ship card, you may not use that Governor's power that turn. However, you may place a Base (or reveal a secret Base) to become the world's Governor **before** playing a ship card on it. You may use a Governor's power in the same turn you become Governor, so long as you gain the Governorship before playing the ship card. The ship you play need not survive the Action Phase in order to trigger use of the Governor's power. In other words, you can use the Governor's power even if the Fleet Ship which you played is eliminated in combat. A Governor's power is used during the Governor Power Phase unless otherwise specified (see Cylor, Divergence and Kha'Farjimm below for exceptions).

CYLOR: The Cylor Governor may discard up to three ship cards of any surrendered worlds from his Hand and replace them with an equal number of draws from the deck during his Draw Phase each turn. This power must be used before his normal draw and is in addition to his normal draw. The Cylor Governor may not discard a Garrison ship or ships in Reserve until they return to his Hand. The ship cards discarded in a single turn need not be from the same world. For example, they could be one card from each of three surrendered worlds, or two cards from one surrendered world and one from another, or three cards from one surrendered world.



FELOWI: The Felowi Governor may reclaim any one visible card from any past row of the Felowi column for his Hand. As each card is reclaimed, the card (if any) that was underneath it in that same row becomes visible and subject to claim with subsequent use of the Felowi power. Removing cards from past rows does not change the value of any Bases in that row. Such claims do not prevent you from drawing during the Draw Phase. This power enables you to increase the size of your Hand by one extra card each turn you play on the Felowi.



MYRMIDON: The Myrmidon Governor may randomly draw half (fractions rounded up) of the Hand of one player ("the victim") and, without inspecting them, place them face down into the victim's Reserve.



DIVERGENCE: The Governor of the Divergence may play a second ship in his Action Phase, after the first ship's power is used or forfeited. The second ship may **NOT** be played in the Divergence column. If also Governor of another world, the player could use both Governor's powers by playing a ship on each. The Divergence power requires the use of two cards, and therefore will decrease the Hand size of its Governor because the end-of-turn draw is limited to one card per turn. The Divergence Governor's ability to play a second ship remains in force even if the first ship is eliminated in combat before placement of the second ship.

ECUP CONTRACT: The Ecup Contract Governor may draw one card at random from any player. After inspecting it, he may either:

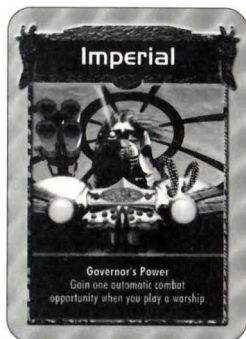
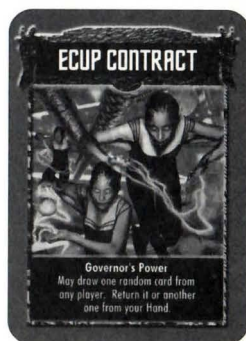
- Return it, or
- Keep it and return another card of his choice from his own Hand instead.

IMPERIAL: The Imperial Governor gets one combat opportunity when he plays any Fleet Ship (6-10) on the Imperials column. This combat opportunity is in addition to any normal combat opportunities gained (by covering or matching other ships). Therefore, even if this is the first ship played in a round, it could make an attack (against a Base).

KHA'FARJIMMN: The Kha'Farjimmn Governor may play his corresponding ships on the Kha'Farjimmn column face down. Such a card is not visible and cannot be attacked while its face is down. It remains face down until all worlds have a ship in the current row at the **beginning** of the World Surrender Phase. At that time, the top card in the Kha'Farjimmn column for the current round's row is turned face up. If the round continues—due to a tie for lowest value ship—the revealed ship remains face up and is vulnerable to attack. The Kha'Farjimmn Governor may still play ships on the Kha'Farjimmn column face down, but they will be revealed in that turn's World Surrender Phase if all worlds still have ships in the current row.

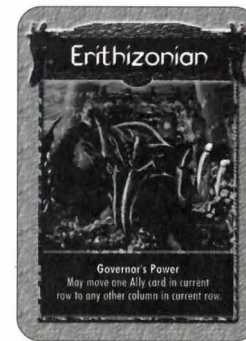


Facedown ships cannot use their ship power. A facedown ship **can** be played upon another ship. Similarly,



a faceup ship may be played on top of a facedown ship. Bases are defended if there is a facedown ship in the current row of their column. The Kha'Farjimmn Governor is free to examine a facedown ship **during his turn** if it is the top ship in the current row.

ERITHIZONIAN: The Erithizonian Governor may move any one Ally card in the current row to any other world's column in the current row by playing a ship in the Erithizonian column.



16. WORLD SURRENDER (Phase 3)

When every world has a ship card in its column in the current round's row at the beginning of the World Surrender Phase, check to see which worlds have the lowest value ship card. Turn face up the top card in the Kha'Farjimmn column for the current round's row. If only one world has the lowest value ship card, the round ends and the world with the lowest value ship card surrenders. If two or more worlds are tied for the lowest value ship card, the round does not end.

The surrendered world's card is removed from the Galaxy row and set aside. The corresponding second world card is also set aside. All ship cards in the surrendered world's column are placed in the discard pile. Any non-secret Bases on the surrendered world are set aside; the owners of the Bases may not re-use them. Secret Bases related to the surrendered world are **not** revealed; they remain in play and allow you to bluff your opponents, though they have no value at the end of the game.

SPOILS OF VICTORY: A bonus called the Spoils of Victory goes to the player who controls the ship with the highest value in the current row when a world surrenders. He may either improve or damage any one visible Base in the world's column of his ship. This includes moving a Base to or from the position above the world card (in the Galaxy row). A Base can never be damaged more than one row below the current row. In other words, at the end of the first round, where each Base is worth four Influence when directly above the round's row, a Base cannot be reduced to less than three Influence by Spoils of Victory.

As most ships are controlled by their Governor, it is usually the Governor who gains the Spoils. However, when the player of the current turn played the highest value ship—because he still controls it during the World Surrender Phase—he gains the Spoils regardless of whether or not he is the world's Governor.

If several ships tie for the highest value ship in the current row when a world surrenders, then each controlling player receives Spoils of Victory, starting with the player whose turn it is and proceeding clockwise. If the highest value ship in the current row is uncontrolled (no Governor), then no Spoils of Victory are awarded for that ship.

17. Draw Phase

(Phase 4)

There is no limit to the number of cards you can hold in your Hand. Your Hand size will fluctuate during the game depending on how many cards you take from or lose to opponents. At the end of your turn, you may either draw one new card from the Draw pile or pick up all the card(s) in your Reserve (see Section 11). If the Draw pile is exhausted, you may not draw new cards; this is likely to occur and is a normal part of the game.

Upon completion of your turn, the ship(s) you played become controlled by the Governor of the world where played.

The player to the left (clockwise) now takes a turn.

GAME CREDITS

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Many thanks to the playtesters and players of *Grand National Derby* and *Titan: The Arena*—previous games upon which the *Galaxy* system is based.

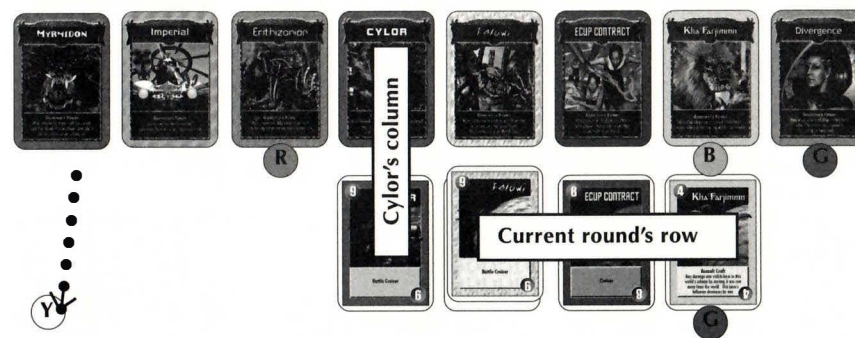
Three-Round Example of Play

Deal and Determine First Player

The players choose their colors and roll dice to determine the dealer (listed in clockwise order, starting with the dealer: Green, Red, Blue and Yellow). After dealing eight cards to each player, the dealer (Green) bids 3, the Red player bids 5, Blue bids 6, Yellow bids 8, the dealer raises his bid to 9, and finally everyone else decides to pass. Green wins the auction to be the first player, and must play a 9. The first round now begins.

Round 1

Green: Places Base on Kha'Farjimmn column and takes governorship card. Plays Cylor 9. Draws one card from deck.
Red: Places Base in Erithizonian column and takes governorship marker. Plays Felowi 5. Draws one card from deck.
Blue: Plays Kha'Farjimmn 4. Uses ship power to damage Green base one level. Places Base on now-vacant current row of Kha'Farjimmn, taking the governorship from Green. Draws one card from deck.
Yellow: Place Base on Myrmidon world, taking governorship. Plays Ecup Contract 8. Draws one card from deck.
Green: Plays secret Base with facedown Kha'Farjimmn 1. Draws one card from deck.
Red: Plays secret Base with facedown Ecup Contract 5. Draws one card from deck.
Blue: Plays secret Base with facedown Myrmidon 4. Draws one card from deck.
Yellow: Plays secret Base with facedown Divergence 0. Draws one card from deck.
Green: Plays visible Base on The Divergence, taking governorship. Plays Felowi 9 (gaining two attack opportunities, one for covering the Felowi ship and one for matching the Cylor's 9). Green decides to use both attacks against Bases rather than ships. Attacks Yellow Myrmidon Base (Yellow rolls too low—a 6, which is not higher than the attacking ship's value—so the Base is damaged one level). Attacks Red Erithizonian Base (Red rolls high enough [12] to cause the attack to fail). Draws one card from deck.



Secret Bases Not Shown

Figure 4: Round 1 Continues. Here is the situation after Green's two attacks. Regardless of the number of turns taken and cards played, a round can not end until all worlds have a ship card in the current round's row during the World Surrender Phase. Often, not all players will have equal chances to play in a round (see Figure 5 below).

Red: Places Base on Imperial column, taking governorship. Plays Erithizonian 8 (gaining one attack opportunity for matching a ship value). Attacks Green Divergence base (Green rolls 10; the attack fails). Draws one card from deck.
Blue: Places Base on Felowi, taking governorship. Plays Myrmidon 10. Draws one card from deck.
Yellow: Places Base on Cylor column, taking governorship. Plays Imperial 6 (gains one attack opportunity). Attacks Kha'Farjimmn ship. Rolls 4 (+6 for the Imperial ship) for a total of 10, while Blue rolls 8 (+4 for Kha'Farjimmn ship) for a total of 12; the attack fails. The counterattack also fails, with Blue rolling 7(+4) = 11 and Yellow rolling 6(+6) = 12. Draws one card from deck.

Green: Places Base on current row of Myrmidon world (vacated by his Base attack in his previous turn), taking governorship. Plays Divergence 6 (gains one attack opportunity—which he declines to use). As the current Governor of The Divergence, he uses its power to play another card—Ecup Contract 3. Note that despite covering another ship, this latter play does not generate an attack opportunity, because the Transports card is not a Fleet Ship card. World Surrender occurs, after which he draws one card from deck (note that Green's Hand now has only seven cards due to his use of the power of The Divergence).



Figure 5: Round 1 World Surrender. The world of the Ecup Contract is the world with the single lowest ship value, so the round ends. The Ecup Contract's played cards and visible bases are removed from play. The Myrmidon Governor (Green), whose world has the largest ship, gets the Spoils of Victory for this round. Green moves the Green Myrmidon Base up one level (placing it above the Galaxy row, making it worth five Influence now).

Round 2

Play continues where it left off—with Red now taking the next turn (because Red is sitting to the left of the player that just ended the previous round). Now ships and Bases are played on the new current row, the row below the previous round's row.

Red: Places Base above the Felowi column's current row. Plays Myrmidon 3 (chooses to not improve a base with the ship's power). Draws one card from deck.

Blue: Places Base above the Cylor current row. Plays Advanced Processing technology card (draws three cards from deck and then discards Advanced Processing). Plays Felowi 8. As Felowi Governor, Blue uses power to reclaim Felowi 9 from previous round. Draws one card from deck (note that his Hand now has nine cards due to the use of the Felowi power).

Yellow: Places Base above the current row of The Divergence. Plays Ally 8 on Cylor (gaining one attack opportunity). Attacks Green base on Kha'Farjimm. Green rolls a 7, so attack succeeds, and Green base is damaged by one level. As Governor of the Cylor, Yellow uses the power to discard Ecup 0. Draws two cards from deck (note that his Hand size remains eight).

Green: Plays Sensors. Places Base on vacant current row of Kha'Farjimm, and taking governorship from Blue. Plays Kha'Farjimm 3 faceup (passing up the chance to use the Governor's power to instead use the ship's power to improve the two-point Green Base). Uses Sensor power on Kha'Farjimm, but the roll of 4 (higher than the ship's value) is too high to discover secret Bases. Draws one card from deck.



Figure 6: Round 2 Continues. Here is the situation after Green's recovery of the Kha'Farjimm governorship. Note that Green now has two Bases on the three-point row of the Kha'Farjimm column, but his Transports (which could have been cloaked) were played face up to boost his Influence.

Red: Plays Imperial 10 (gains one attack opportunity for the Imperial power). Attacks Ally 8 (on Cylor). Red rolls 9(+10 for Imperial ship) = 19, while Yellow (the Cylor Governor) rolls 7 (+8 for Ally ship) = 15, so the Ally's ship is destroyed (and discarded). Draws one card from deck.

Blue: Places Base on Imperials. Plays Ally 2 on Erithizonian. Draws one card from deck, but decides to use the ship's power to place it on the bottom of the deck and draw a new card from the deck.

Yellow: Plays Ally 7 on The Divergence. Draws one card from deck.

Green: Plays Cylor 10 (gains one attack opportunity—which he declines). Uses Sensors, and rolls an 8, revealing all secret Bases for the Cylor—there are none. World Surrender occurs, after which he draws one card from deck.



Figure 7 (Previous Page): Round 2 World Surrender. The world of the Erithizonians, as the world with the lowest ship value, is removed from play. The Imperial Governor (Red), who controls one of the two ships tied for largest, gets Spoils of Victory for this round, moving the Red Imperial Base up one level. Green continues to control the Cylor Dreadnaught until the end of his turn. The Cylor's ship value ties the Imperials, so Green gains Spoils of Victory also, choosing to damage the Yellow Cylor Base.

Round 3

Red: Places Base above the new current row of the Felowi, taking governorship from Blue. Plays Felowi 10. Uses Felowi power to reclaim Felowi 8 from previous row. Draws one card from deck.

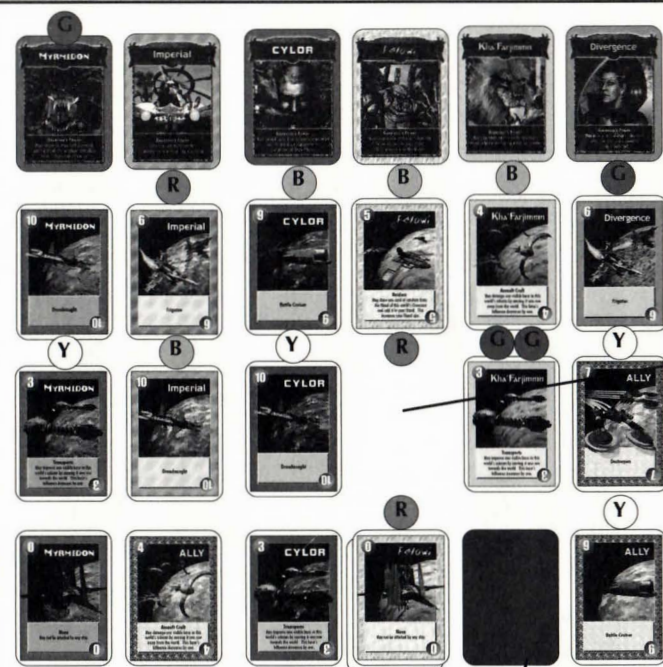
Blue: Plays Ally 4 on Imperial. Damages Red Imperial Base one level. Draws one card from deck.

Yellow: Places Base above the current row of The Divergence, taking governorship from Green. Plays Phaser Banks. Plays Ally 9 on The Divergence. As Governor of The Divergence, Yellow uses the power to play Felowi 0. Draws one card from deck.

Green: Play face down on the Kha'Farjimmn (the 9) using the Governor's power (no attack opportunity is gained, due to facedown play). Draws one card from deck.

Red: Plays Myrmidon 0. Draws one card from deck.

Blue: Plays Cylor 3 and uses ship power to improve Blue Base (Yellow remains Governor). With all world's having ships in the World Surrender Phase, the Kha'Farjimmn ship must be decloaked (this does not generate an attack opportunity). Draws one card from deck.



The use of the Felowi power has vacated a spot in a previous round. This has no effect on play, other than giving the Felowi fewer cards to reclaim.

With all slots filled in the current row, the cloaked ship must be revealed now.

Figure 8 (Facing Page). Blue's World Surrender Phase. Because the current round's row has been filled, the cloaked Kha'Farjimmn ship must be revealed (it is a Battlecruiser). However, no world surrenders, and the round continues, due to the tie between the Myrmidons and the Felowi for lowest. It is now Yellow's turn.

Yellow: Plays Myrmidon 5. Uses ship power to draw one card from the Hand of the Myrmidon Governor (Green). World Surrender occurs, after which he draws one card from deck.

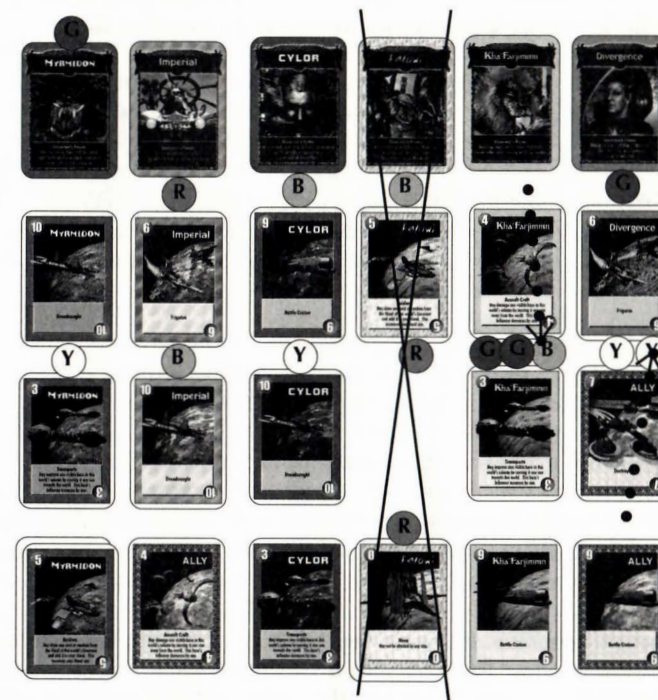


Figure 9: Round 3 World Surrender. The world of the Felowi, as the world with the lowest ship value, is removed from play. The Governors of The Divergence (Yellow) and Kha'Farjimmn (Green)—each controlling a ship tied for highest value in this round—both earn Spoils. Yellow improves the two-point Yellow Base. Green decides to damage the Blue base, moving it down one row.

The surrender of the world of the Felowi is a severe blow to both Blue and Red—and ends any hope Red had of winning (having lost his secret Base when the Erithizonians surrendered, a fact still unknown to his opponents). The other players still have viable secret Bases, but the improvements and damage to visible Bases can also be important in the final Influence count.

At this point we end our examples of play, directing you to Figure 1 (page 3) to see the end result of a few more minutes (and two more rounds) of play.

SECTOR STATUS REPORT

RE: Descriptions of races involved in the current dispute

BY: Agent S. K. Tucker (61899; Level B, Room 5)

IMPERIALS: Okay, so "humanity" hasn't grown as much as has imperial space, but at least terran recruits in the Imperial forces are still quick-witted enough to follow their instincts in battle. The fear of death has made Imperial space pilots the most evasive, and they always pack an extra laser array or two (unofficially, of course).

PHYSICAL FEATURES: Human. A better-looking marine has scarcely existed in Earth's history, though you better believe that they wear awesome protective headgear into battle.

THE DIVERGENCE: Of course, the Imperial expansion hasn't been without social costs. Rather than writing political diatribes behind university walls, the intelligencia has largely opted for migration. Their "school without walls" soon developed into a political machine that has adroitly sunk its underground cells into every world and sentient race of this sector. They have dropped all qualms over bloodshed to pursue their revolutionary impulse to provide a better galaxy tomorrow (and a lot of dictators will pay).

PHYSICAL FEATURES: Human. Medical advances have removed the need for eyeglasses, but these are the most devilish geeks of the universe.

CYLOR: Genetically-enhanced nearly beyond human recognition, these "people" have become the most advanced engineers in the galaxy. They quickly fix their equipment, keeping their star fleet in fine fighting shape. However, they seem to lack much of a knack for invention, relying instead upon innovation with the scraps of technology they pick from the floating debris so common to space battles these days.

PHYSICAL FEATURES: Humanoid, bipedal, with variety of mechanical and biomechanical enhancements.

FELONI: Outwardly friendly, but in fact intensely xenophobic, these creatures lull invaders into a sense of security with their quaint ways. They are socially committed to protecting their domain. They repair and recycle as much material as they can. While their outward actions would appear to not threaten others, they can be most difficult to uproot from places they claim. Apprehension soon follows the establishment of their colonies in this sector.

PHYSICAL FEATURES: Bipedal humanoids who tend to not stand up straight, downplaying their physical size. Slightly furry, akin to "advanced" apes.

KHA-FARJIMIN: This alien race's name sounds more like a growl. They usually speak derisively of first contacts as "prey." Their empire (which they call The Jungle) continues to encroach with extreme ferocity upon the territory of others, though they pick and choose their battles carefully.

PHYSICAL FEATURES: A bipedal cross between Terran bears and large cats, they have fur which blends into the background so well they seem to have personal cloaking devices.

THE ECUF CONTRACT: With an unchecked population growth rate, the Contract has embarked upon subjugation as their means of acquiring new technology. Their small size, pack intelligence, advanced teleportation techniques and parasitic behavior have earned them the derogatory reputation of being the galaxy's space fleas. But you can't knock their efficiency at theft.

PHYSICAL FEATURES: Diminutive bipedal humanoids, only sentient when in packs of three to five members, who rely upon the synergy of limited-range mental telepathy to maintain their high collective intelligence.

MYRMIDONS: The Myrmidons have what has been described by humans as a hive-like social structure. Diplomatic initiatives toward them often go awry, as they seem to have a great deal of disdain for other species. Their near suicidal adherence to the orders of their leaders makes them particularly dangerous in this sector. They are quite willing to sacrifice small ships to take out big ones. They use swarm attack techniques, quickly overrunning the opposition, though at high cost.

PHYSICAL FEATURES: Non-humanoid, sextapedal, cold-blooded creatures which survive in the most extremely hostile environments. An uglier "alien," I've never seen.

EARTHIZONIANS: Having strong psionic powers, these creatures never let their enemies get the drop on them. While their mind-altering powers are most effective in face-to-face melees, they are more vulnerable in the distances of deep space. To compensate, centuries ago they embarked upon a crusade to establish a strong network of symbiotic alliances and behind-the-scenes influence. Evidence of their advance scouts can be found on the ocean floors of most worlds in this sector.

PHYSICAL FEATURES: Gelatinous, tentacled sea creatures who appear to be more ganglia than substance (but can you really trust your eyes in the presence of such beings?!).

THIS BOX RESERVED FOR SUPERVISOR

APPROVED: ☒ X
SUPERVISOR: *P.J. Dutton*

REVISIONS REQUIRED: ☐