

GALACTIC ERA

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BASIC GAME



Version 1.13.1



120-180



2-6



14+

Table of Contents

1. Introduction.....	3
2. Overview.....	3
3. Contents.....	3
4. Game Concepts.....	3
4.1 Board.....	3
4.2 Race/Group.....	4
4.3 Population.....	4
4.4 Home Star.....	4
4.5 Alignment.....	4
4.6 Ships.....	4
4.7 War/Peace.....	5
4.8 Technology.....	6
4.9 Era.....	6
4.10 Population Track.....	6
5. Setup.....	6
6. Play.....	8
6.1 Move/Combat Phase.....	8
6.1.1 Movement Subphase.....	8
6.1.2 Combat Subphase.....	9
6.2 Growth Phase.....	10
6.2.1 Select Counters.....	10
6.2.2 Switch Alignments.....	10
6.2.3 Change Turn Order.....	11
6.2.4 Resolve Other Growth Actions.....	11
6.2.5 Trading Technology.....	13
6.2.6 Score for Round Track.....	13
7. Game End.....	14
8. Variants.....	15
8.1 Long Game.....	15
8.2 Deterministic Setup.....	15
8.3 Two-Player Game.....	15
9. Tables.....	16
9.1 Race/Groups.....	16
9.2 Technologies.....	17
9.2.1 Military.....	17
9.2.2 Spirituality.....	17
9.2.3 Propulsion.....	18
9.2.4 Robotics.....	18
9.2.5 Genetics.....	18

1. Introduction

The Galactic Era is the greatest cycle of time in the galaxy. Beings of the light incarnate to experience the material world. They create great civilizations to explore and conquer the galaxy. At the end of the cycle they return to the light with their experiences, hailing the greatest one.

Players start with a fledgling space-faring civilization and expand into the galaxy. Before meeting other civilizations they must decide upon their morals. Will they respect others and cooperate peacefully or will they only strive for their own goals?

The game is almost entirely based on actual claims of an alternative reality. See the accompanying background booklet for details.

The rules are split into a set of “basic” and “advanced” rules. The basic game is mainly intended as an introductory type game to learn the rules. Once you have played a game with the basic rules you should play with the advanced rules thereafter. Experienced gamers can even start playing right away with the advanced rules!

2. Overview

The goal of the game is to score as many points as possible. To do this you need to have a large population and do the right things according to the current round (also in the advanced game: fulfill an objective card).

The game is played over 8 rounds. Each round players first take turns moving their spaceships and fighting battles. After that players pick two actions to grow their galactic civilization. This is how they get new technologies, more stars, more population and more ships. Players can then also trade technologies and then finally score some points for the round.

3. Contents

- 10 ancient relic counters (advanced game)
- 12 square turn order change counters (6x “-1” and 6x “+1”)
- 13 domination cards (advanced game)
- 15 race/group tiles
- 120 logs (ships) 20 each of the 6 colors: blue, green, purple, orange, red, yellow
- 2 combat summaries
- 240 discs (population) 40 each of the 6 colors
- 30 oval “growth” counters (6 sets of 5 counters)
- 30 round war/peace counters (in the 6 colors)
- 30 cubes (for the 5 technology tracks, in the 6 colors)
- 30 square technology counters (6 sets of 5 counter types)
- 30 fleet counters (5 in each color)
- 4 white discs (for “Annunaki” to upgrade “primitive neutral” stars)
- 50 round star counters (20x “uninhabited”, 15x “primitive neutral”, 15x “advanced neutral”)
- 6 octagonal turn order counters
- 6 population tracks
- 6 home star cylinders (1 each in the 6 colors)
- 6 technology track + fleet pads (one for each color)
- 6 round & VP summaries
- 6 wormhole counters
- 9 sector boards
- gray pawn (round counter)
- round & VP track
- advanced & basic rulebooks
- background book
- ship multiplier counters (including 60 dummy counters with '0')

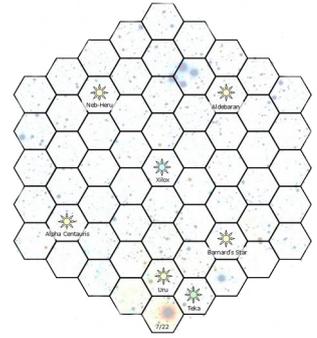
No component limitation:

If during a game there are not enough components of a kind then use some suitable replacement instead. Only the number of dummy counters per player is restricted.

4. Game Concepts

4.1 Board

The board consists of several adjacent “sector tiles” (six-sided tiles with 5 hexagons on each side, see image to right). On each sector there are a number of hexagons (hexes), some of which contain a star symbol and a name next to it (for referencing). These are the “stars”. The two numbers separated by a slash in one of the corner hexes indicates the number of stars and maximum possible population by normal growth for this sector tile (excluding effects of neighboring sectors). See “Grow Population” in chapter 6.2.46.2.4 for details. The other images and features on the sector tiles are just for decoration.



4.2 Race/Group

Every player plays a certain race or group which is assigned to him at the start of the game. This race/group gives a certain unique special ability to the player (which may differ depending upon the alignment). See chapter 9.1 for details on the race/group specials.

4.3 Population

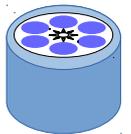
The population of a star system is represented by the colored discs. They are placed in the middle of a hex where a named star is. If more than one disc needs to be placed in a hex then stack them on top of each other. There can only be one color of discs on a star. The color of the population discs indicate who owns the star they are located at.



4.4 Home Star

Every player has a “home star” which is marked by the cylinder (see image) of his color.

A home star cylinder counts as six population for all purposes.



4.5 Alignment

Every player has an “alignment” in the game. This is either “service-to-self” (STS) or “service-to-others” (STO). Players indicate this by having the appropriate side of their race/group tile facing up. Players have different options in the game depending on their chosen alignment. Players may also change their alignment during the course of the game.



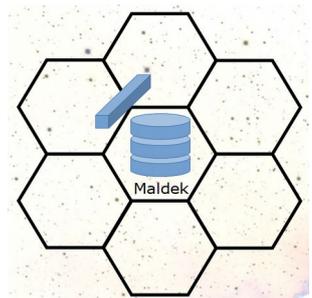
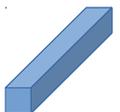
STS players have greater freedom as they can initiate hostilities against any other player whenever needed. STO players are more restrained. They cannot be hostile to other STO players and can only attack if they were attacked first. They have other advantages though, such as the gaining of some neutral stars as allies and some higher technology levels.

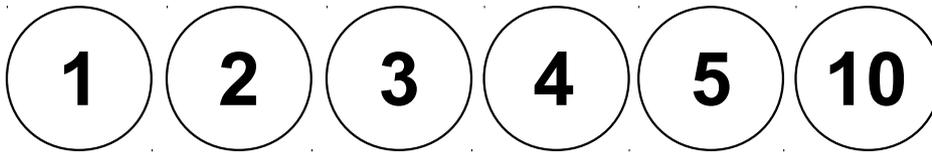
4.6 Ships

Ships are represented by the colored log-shaped pieces (see image). A ship is always in a hex. If there is not enough room in a hex then place them in an adjacent hex off to the side towards the hex they should be in. It is assumed that when a ship is not in the center of a hex but off to one side or on a vertex, that it is actually in the adjacent star hex (see example below).

Note that the “cigar” shape is a commonly reported form in Ufology.

Example: This ship (see image to right) is considered to be at the star system Maldek even though it is not inside the same hex.





Hidden Ships:

The multiplier counters (i.e. white chips with a number on them, see image above) are used to represent larger numbers of ships. These counters may only be placed on a player's fleet pad. They may be placed face down to hide their number from other players. Each counter indicates that there are that number of ships of the player in that "fleet" (see below).

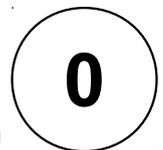
At any time a player may do any of the following:

- combine smaller counter denominations into larger ones
- split up a counter into smaller denominations
- convert counters into ship pieces and vice versa

The only condition is that he must reveal all the counters he exchanging to the other players.

Dummy Counters:

Dummy counters are ship multiplier counters with the number "0" on it (see image). A player may add such counters from his personal, off-board supply to any of his fleets during his movement phase or to any fleets at his home star when building new ships. A player may never have more than six of these counters in use at any time though. Whenever such a counter is revealed then the player puts it back into his off-board supply.



Fleet:

A "fleet" is all the ship pieces and multiplier counters in one of the five sections of a player's fleet pad. The location of a fleet is determined by placing a corresponding fleet counter (see image to right) on the board. Players may not have more than 5 "fleets".



Players may freely exchange ships from their fleet pad to the hex of the corresponding fleet counter and vice versa. There must be at least one actual ship in every fleet being used (i.e. it may not consist entirely of "dummy counters", see above). A player may not have other player's ships on his fleet pad.

4.7 War/Peace

Every player must keep track of which players he is "at war" with and which he is "at peace" with. For this purpose every player must have one war/peace counter for every other player (color) in the game (see image to right). When a player is "at war" with another player he must flip his counter of that color to the "war" side face up. Likewise when a player is "at peace" with another player he must flip his counter of that color to the "peace" side face up. Players must have the same sides face up of their corresponding counters with each other (i.e. one player may not have the "war" side face up with a player who has the "peace" side face up with him).



Players may only combat ships and "conquer" or "liberate" stars of players whom they are "at war" with.

Declaring War:

STS players can and must "declare war" when they want to "conquer" the star of another player they are at peace with. They may also declare war on any or all players during their movement. When a player "declares war" on another player then both players flip their corresponding war/peace counter to the "at war" side face up.

Note that a STS player can avoid being "at war" with a STO player. Also note that STO players may never be

“at war” with each other.

Making Peace:

If two players agree, they may flip their corresponding war/peace counters to the peace side face up anytime.

4.8 Technology

Every player has a level of technology in five fields (Military, Spirituality, Propulsion, Robotics, and Genetics). Players all start the game at level 1 (exception: some races/groups have technologies that start at a higher level). The maximum level that a player can get in each technology is 6. Whenever a player gains a technology level then the effects of the new level (see technology pad) are immediately applied. See the tables in chapter 9.2 for details.

4.9 Era

Every game has three “eras”. A first “Era of Light”, then an “Era of Darkness”, and then a second “Era of Light” (see round track). Each era lasts some rounds and is associated with an alignment (light = STO, darkness = STS). Players get victory points (VP) if they have the same alignment as the era and for other things then (see chapter 6.2.6).

4.10 Population Track

Players use a population track each to easier keep track of their amount of population on the board. At setup, players place one disc of their color on every spot of their track except the “6” (see bottom right corner of track). Every time a player removes discs to put on the board he takes them from the lowest numbered spots with discs. Likewise when he loses population discs from the board he returns them to his track filling up the highest numbered free spots on his track. A player can immediately see how much population he has on the board by looking at the highest numbered free spot on his track.

5. Setup

For two players see also the rules in chapter 8.3.

Prepare Round & VP Track:

Place the pad with the round and VP tracks on the table off to one side with the 8 rounds side face up. Place the gray pawn on the leftmost position of the round track (where the arrow is).

Distribute Player Items:

Every player gets the following:

- All pieces of a color, including logs for ships, fleet counters (A-D) and discs for population. The cylinder is for the home star. Place one disc of every player's color on the zero position of the VP track.
- A technology track + fleet pad and a round summary. Players place these in front of themselves with the “basic game” side face up. Every player places one cube of his color on each leftmost position (level 1) of each of the five technologies.
- A population track which players place next to their technology track + fleet pad. Players place one population disc on each spot of the track except the “6” (at the bottom right of the track).
- 6 oval “growth” counters in his color (2 “gain star”, 1 “research technology”, 1 “grow population”, 1 “build ships” - the latter two counters in his color)
- 7 technology/turn order change counters (1 counter for each technology field, 1 “+1” turn order change counter and 1 “-1” turn order change counter)
- 1 war/peace counter for every color in the game except the player's own color (remove all war/peace

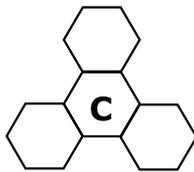
counters not taken from the game).

- 10 dummy (number '0') ship multiplier counters.

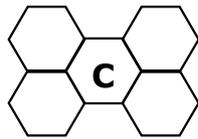
The remaining ship multiplier counters are put into a pile off to one side.

Setup Board:

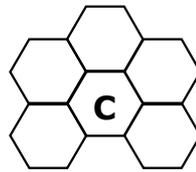
Randomly select a sector tile and place it in the middle of the table. This is the center tile. Then randomly select a number of sector tiles equal to the number of players. Place these tiles each in a random orientation next to the center tile. Use the below configuration according to the number of players ("C" is the center tile):



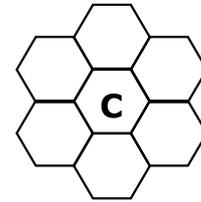
3 players



4 players



5 players



6 players

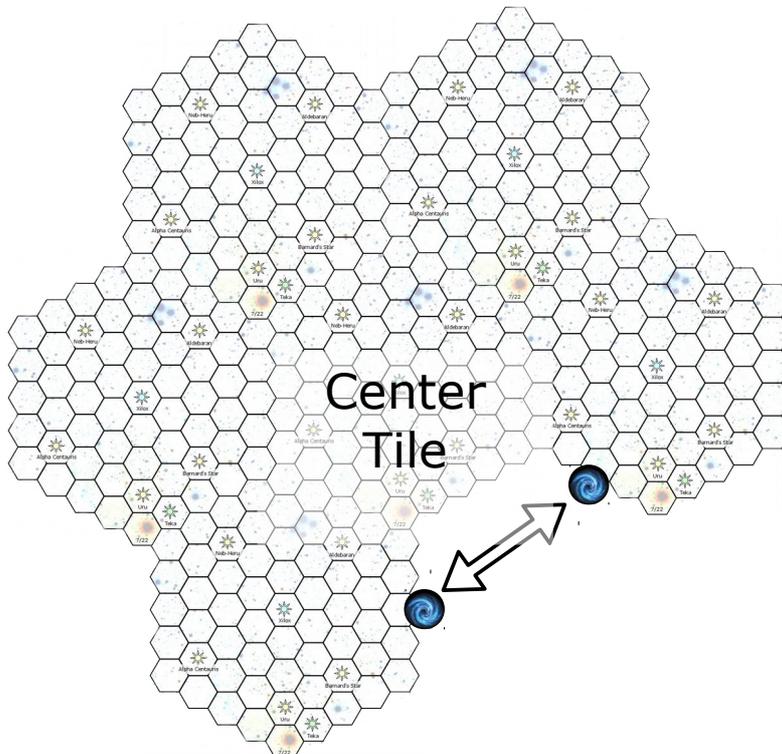
Each tile should be attached to the center tile along one whole edge. If there are less than six players then there will be large gaps (see placing wormholes below) where the missing tiles are. There should be no gaps other than these.

Every player gets the sector tile closest to him and places his home star cylinder on the star in the center of it.

Then every player takes two star counters of each the three kinds ("uninhabited", "primitive neutral", "advanced neutral") for a total of six. Players who have a sector with eight stars take one additional "uninhabited" counter. Players then flip all their counters face down, shuffle them and place one on each of the stars (except the central star) of their sector tile.

Then take three star counters of each the three kinds. Shuffle these and place one face down on each of the stars of the center sector tile. Put the remaining unused ones to the side. They may not be inspected for the rest of the game.

Placing Wormholes:



two connected wormhole hexes (in a 5-player setup)

If there are large gaps (where one more sector tile would fit) between player sector tiles then place a wormhole counter on the middle hex of the first open edge of the sectors (going outwards from the center tile) as shown in the above image.

Distribute Races/Groups:

Randomly give two race/group tiles to each player. Every player chooses one of these two.

Every player then checks if he has any modified starting conditions for his selected race/group and makes those modifications. This may include for example extra starting technology levels or extra ships.

Starting Ships:

Every player also gets **3 ship pieces** which he places at his home star. Races/groups may also give additional ships now (i.e. "Dracos").

Determine Turn Order:

Take the octagonal turn order counters (see image) and remove all those from the game which have a number higher than the number of players. Shuffle the remaining ones and give one face up to each player.



Select Alignment:

As the final step, all players choose their alignment by secretly choosing which side of their race/group tile to place face up. After all have chosen then all reveal their race/group tile simultaneously.

6. Play

Mark the current round using the gray pawn on the round track.

In each round there are two main phases (in this order):

- I. Move/Combat Phase
- II. Growth Phase

6.1 Move/Combat Phase

In this phase every player takes one turn in the order as determined by the octagonal turn order counters. Players who have completed their turn can indicate this by flipping their turn order counter face down.

A player does the following two subphases on his turn in this order (i.e. one immediately following the other):

1. Movement
2. Combat

6.1.1 Movement Subphase

The player may now move any or all of his ships. He need not move any.

Every ship can move a number of hexes up to the player's current "range" as determined by his technology level in "Propulsion" (see technology track). A player may move into or through any hexes as long as it is within range.

Wormhole:

A wormhole (see image) connects (only) to the other end of the wormhole (i.e. the other wormhole hex facing the other side of the same gap). Treat these hexes for movement as if they were adjacent hexes. Ships may also enter or pass through a wormhole hex without actually using the wormhole.

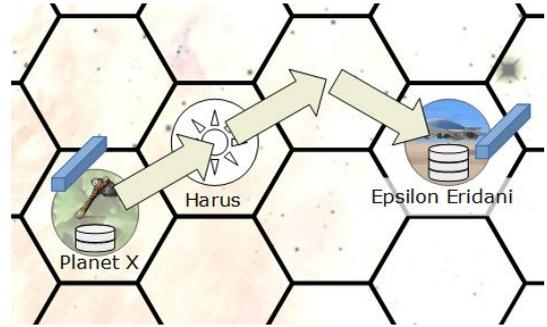


Note: There is no additional movement cost for going through a wormhole other than what it normally costs to go from one hex to an adjacent hex.

Scouting:

Players may secretly look at the star counter where a ship of theirs is standing at anytime during the game. A player may not use a ship that is just passing through a hex during movement to look at a star counter though (i.e. it must either be before it has started or after it has finished its movement).

Example (see image): At the start of his movement phase James has a ship standing at Planet X. He secretly looks at the star counter there and sees it is a primitive neutral. He then puts the counter back face down. Then he moves his ship three hexes passing through Harus (which he may not look at) and ends his ship's move at Epsilon Eridani. He secretly looks at the star counter there and sees it is an advanced neutral. He also puts this counter back face down.



Declarations of War:

STS players who wish to declare war on other players (see chapter 4.7) may only do so on their turn in the movement subphase (or in the growth phase as described below).

Note that they can do so even on players they are not in contact with. Otherwise in the growth phase they can only declare war on a player they are conquering.

Remote Viewing:

Players who have a Spirituality technology level 2 or higher may “remote view” a certain number of times per round (see technology track). A player may “remote view” only in the movement subphase of his turn.

Per “remote view” the player may secretly look at one of following things:

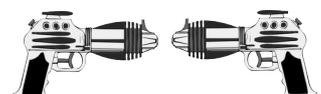
- a star counter
- a “fleet” of another player who has a lower level in Spirituality (if multiple fleets of a player are in the same hex then these count as one fleet for remote viewing purposes)

He may not show the inspected counters to other players.

Example: James has Spirituality level 3 and Ellen has Spirituality level 2. On his turn James can view the ships of two fleets (i.e. two hexes) of Ellen. For each fleet he would use up one remote view.

6.1.2 Combat Subphase

After the player has completed all his movement, a battle occurs in every hex where the player has ships in the same hex with other players whom he is “at war” with. The player whose turn it is selects the first battle hex to resolve. After that is resolved he chooses the next hex and so on, until all battles are resolved.



Resolving Combat:

The player whose turn it is is the attacking side. All the other players in that hex who are “at war” with the attacking player belong to the defending side (even if they are at war with each other).

If there are still defending players left in the hex now then combat proceeds as follows. The attacking player and all the remaining defending players reveal their fleets there. This means flipping all ship multiplier counters to their number sides face up.

Each side then adds up the combat value (CV) of all their ships there. The CV for each ship is determined by Military technology level of the owning player (see technology track). The side with higher CV total wins. If the CV totals are equal then the side with higher Military technology level wins (attacker compares his Military technology level with the highest one on the defending side). If that is also equal then the defending side wins.

The winning player chooses all the losses from both winners and losers (exception: when at Military level 6, see below). He may choose to remove all, some or none of ships of the losing players (and which of those) there. The winning side then loses half of the number ships of what the losing side lost (rounded up), but no more than what they have in that hex. If the defending side wins and there are multiple players on that side then the player who had the most ships there (resolve a tie by who is first in turn order) chooses the losses.

Note that this means the defending player with the most ships can choose to take the ships of the other defending players there as losses if he wins.

If a player has Military level 6 then he suffers no losses in any case if all his opponents in that battle have Military level 4 or lower. When winning other players on his side must still fulfill the required losses as above.

Any remaining ships of the losing side must then retreat. Do this in turn order if necessary.

Example: Dave is the attacking player. He has five ships with a CV of 2 each for a total CV of 10. James and Ellen are the defending players. James has three ships at CV 2 each. Ellen has five ships at CV 1 each. The total CV for the defending side is 11. Thus the defenders win the battle (since 11 > 10). Ellen chooses to remove four of Dave's ships. The defending side must lose two ships, so Ellen chooses to remove one of James's ships and one ship of her own. Dave retreats his remaining ship to an adjacent hex that is empty. If Ellen had chosen to remove all five attacking ships then the defenders would have lost three ships.

Players who are in the same hex but are not "at war" with the attacking player do not participate in combat, do not reveal their fleets and may not retreat.

Retreat:

When a player retreats from a lost battle he places all of his surviving ships from there into any one of the nearest hexes of his choice that contains no hostile ships. Ships may not retreat through a wormhole. Use the current turn order if necessary.

6.2 Growth Phase

The growth phase consists of the following six steps in this order:

1. Select growth and technology/turn order change counters
2. Switch alignments
3. Change turn order
4. Resolve other growth actions
5. Trade technologies
6. Score for round track

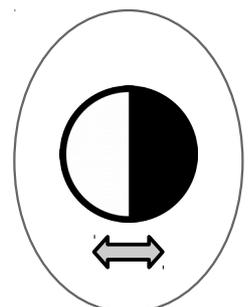
6.2.1 Select Counters

All players secretly select two of their oval "growth" counters and one "technology" or "turn order change" counter. When all players have selected their three counters then all these counters are revealed simultaneously.

6.2.2 Switch Alignments

All players who selected a "switch alignment" counter (see image) resolve that action first and simultaneously. This is an exception to the other growth actions.

With the "switch alignment" action the player changes his alignment from STS to STO or vice versa. He flips over his race/group tile to the other side. He is then automatically "at peace" with all other players (flip over the war/peace counters accordingly).



A player at Spirituality technology level 5 or 6 must be STO. If not, he switches to STO automatically (and changes to “at peace” like above). A “switch alignment” action has no affect on the alignment at this level.

Note that switching alignment due to reaching level 5 or 6 in Spirituality happens when the technology level is reached. So not during the “Switch alignments” step as above.

6.2.3 Change Turn Order

If there are players who selected a turn order change counter (i.e. either a “-1” or a “+1” counter), then the turn order is changed in the following manner.

First, all players who selected a “-1” turn order change counter (see image) move one number down in turn order. Do this by starting with the lowest number and then going up. Each such player exchanges his octagonal turn order counter with the player who has the next lower number. If a player who already had the number 1 of the turn order at the start of the phase also selected this then it does nothing.



Secondly, all players who selected a “+1” turn order change counter (see image) move one number up in turn order in the same manner as above, except that players start with the highest number and then go down. If a player who already had the highest turn order number at the start of the phase also selected this then it does nothing.



Note that even if a player is not researching technology in a turn he can still pick a technology counter if he neither wants to pick his “-1” nor his “+1” counter.

Note also that you cannot prevent losing your first or last place in turn order if somebody wants to take it.

Example: The turn order is Ellen with the 1, Dave 2, James 3, Luke 4 and Roy 5. Dave and James have selected their “-1” counters. Ellen and Luke their “+1” counters. Roy researched Spirituality so he selected his Spirituality counter. First Dave switches with Ellen, so he gets the 1 and she the 2. Then James switches with Ellen, so he gets the 2 and she the 3. Then Luke switches with Roy and gets the 5 and Roy the 4. Then Ellen switches with Roy so she gets the 4 and he the 3. The final result is: Dave 1, James 2, Roy 3, Ellen 4, and Luke 5.

6.2.4 Resolve Other Growth Actions

Then every player resolves his two growth actions (other than switch alignment) in the (possibly new) turn order. Players who have completed their turn can indicate this by flipping their turn order counter face down.

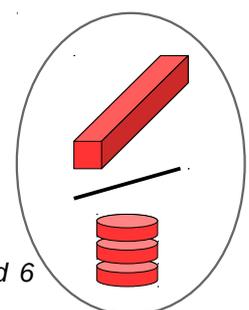
The various growth actions are resolved in the following manner:

Build Ships

A player with the “build ships” action (see image) gets the following number of ships which he places at his home star:

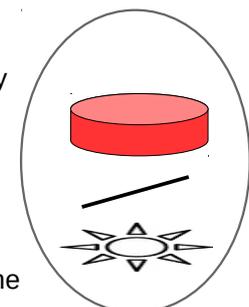
number of ships = 1 per 3 population + bonus for “Robotics” (see technology track)

Example: Ellen has a total of 13 population and Robotics at level 2. Thus she can build 6 ships = 4 (from population) + 2 (from Robotics).



Grow Population

A player with the “grow population” action (see image) adds one population disc to every star of his that is below its “limit”. The limit for purposes of this action is equal to its distance (in hexes) to the nearest player-inhabited star (both those of the player himself and other players). Wormholes are not used to calculate this distance. The limit for a home star is always considered to be at least six (regardless of what inhabited stars are nearby).



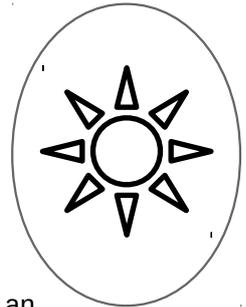
If a player has the Genetics technology at level 2 or higher then he may also add some

“bonus population” discs (see technology track). The player may place his bonus population on any star of his. He may even place these discs in excess of the limit (as described above) but no more than one above that limit.

Note that you can always add at least one bonus population to a home star that has no other population than just the cylinder. Also note that the limit for a home star may be higher than six if the nearest player-inhabited star is more than six hexes away.

Gain Star

A player with the “gain star” action (see image) may choose to populate or take over a star of his choice where he has at least one ship. There are the following options:



a.) Colonize a star. This option is only available where the player has a ship at a star with an “uninhabited” star counter (see image). The player removes the “uninhabited” counter and places one population disc of his color there.



b.) Conquer a star. This option is only available to STS players. If the player has more ships there than the number of population discs there, then he removes all the population discs and places one of his own color there. If conquering a star from another player and there is a ship there of the player owning that star, then conquering that star is not possible.



A star with an “advanced neutral” counter (see image) may also be conquered. It is considered to have three population discs. Thus four ships are needed to conquer it. The star counter is removed then.

A star with “primitive neutral” counter (see image) may also be conquered. It is considered to have two population discs (*which is only relevant for an “Annunaki” or “Galactic Empire” player*). In this case only **one ship** is needed to conquer it though. The star counter is removed then.



c.) Liberate a star. This option is only available to STO players and only against STS players they are “at war” with. If the player has more ships there than the number of population discs there, then he exchanges all the population discs with ones of his own color (thus the number of population discs stays the same). If there is a ship there of the player owning that star though, then liberating that star is not possible.

Note that a liberated home star cylinder yields six population discs.

d.) Ally with a star. This option is only available to STO players and only at a star with an “advanced neutral” counter. The player removes the “advanced neutral” counter and places three of his population discs there.

Note that a STO player does not have any option to take a “primitive neutral” star.

Important: for some race/groups the above conditions and effects may differ. Players should consult their race/group tile first.

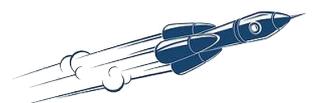
Note that “gain star” is the only growth counter a player has two of.

Revealing Ships:

A player must reveal the required number of ships needed to conquer or liberate a star (but not more than that).

Involuntary Home Star Evacuation:

If a player loses his home star through conquest or liberation, then he must immediately select a new home star. The new home star may be any other star he currently owns. If he has no other star or they all have hostile ships (i.e. of an “at war” player) in the same hex then he may choose any star not owned by a player (remove the star counter there). To evacuate he removes his cylinder and any population discs from his old home star. He removes any population discs at his new home star and then places his cylinder there.



If there is no star a player can evacuate to, then his home star may not be conquered or liberated.

Note that any population discs other than the cylinder at the home star are lost.

Example: Ellen has liberated Dave's home star Khaa. Dave has a total of 7 population there. Dave still owns the stars Maldek and Vega with 2 population each. He chooses to evacuate to Vega. He removes the two population discs at Vega and then places his home star cylinder there. Then he removes his last population disc at Khaa. Ellen then places 7 of her population discs on Khaa.

Voluntary Home Star Evacuation:

If there are hostile ships in the hex of the player's home star then he may voluntarily evacuate his home star anytime during his turn of the growth phase. This works in the same manner as above except that he also places one population disc where his home star previously was.

Gaining Technology:

A player who conquers or liberates a star from another player may immediately get one level in any technology from that player. The technology must be in a field where the player has a lower technology level than that of the player he took the star from. If there is more than one possibility then the player who took the star may choose which.



Research

With the "research" action the player advances the technology he selected (as on his square technology counter) by one level.

Note that if a player did not choose a technology with his square counter then his research counter is wasted.



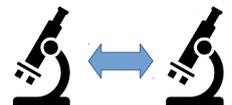
"Free" Growth Action

Some races/groups ("Progenitors", "Galactic Confederation") and technology levels (Genetics level 6 in the advanced game) give "free" growth actions.

A player may do his "free" growth actions in his turn of the growth phase (only) and in any order together with his selected actions. He scores VP for them as if they were a selected action.

6.2.5 Trading Technology

At the end of the growth phase players may "trade technology". This can occur simultaneously if no player objects. Players who wish to trade technology with each other must be "in contact". This means they must each have a ship in the same hex, or one player must have a ship at a star of the other player.



Each player involved in a trade gets one level in a technology field where he is lower than his trading partner. Both players must agree with the technology level that each player is getting.

A one-sided trade, where only one player gets a level and the other nothing, is also possible. Three-way (or more) trades are not allowed though.

Every player may only participate in one trade per round.

Example: James has Spirituality level 3 and Robotics level 1 and Ellen has Spirituality level 1 and Robotics level 2. James has one of his ships at the star system Teetonia which belongs to Ellen. They agree to make a technology trade, in which they swap Robotics for Spirituality. James increases his Robotics to level 2 and Ellen increases her Spirituality to level 2.

6.2.6 Score for Round Track

At the end of the growth phase players score VP according to the current round on the round track. Mark the new score on the VP track accordingly.

First Era:

In the first era (light) every player with the STO alignment scores 1 VP (per round). Also, players score 4 VP for every grow population action they do in this era. Only grow population actions that generated at least one additional population (either normal or bonus) are counted. This era last 2 rounds.

Second Era:

In the second era (darkness) every player with the STS alignment scores 1 VP (per round). Also, players score 1 VP for every population of a star they either conquer or liberate from another player (i.e. number of VPs = population size of the star before it was taken). This era last 4 rounds.

Third Era:

In the third era (light) every player with the STO alignment scores 1 VP (per round). Also, every player who is the only player to **research** a certain technology field in a round in this era scores 4 VP (per such action). Technology levels gained by any other means (such as taking a star from another player) do not count for this, neither for scoring nor for preventing scoring. A research action that does not result in an increased technology level does also does not count likewise. This era last 2 rounds.

Example: In round 8 Ellen and James both research Genetics and Dave researches Spirituality. All three have a level less than 6 in these fields. Dave scores 4 VP for his research action. Ellen and James score nothing for theirs. If Luke who already has Spirituality level 6 had also researched Spirituality then Dave would have still scored the 4 VP.

Note that the second scoring condition in each era is available to players of any alignment.

7. Game End

The game ends after 8 rounds.

Scoring:

Players now score 1 VP per population they have. Also, for every technology field a player has at level 5 now he scores 3 VP, and for every level 6 he scores 8 VP.

Note on scoring: the score of a player can go negative. Some effects require a player to lose points, if this causes a players score to go below "0" place the scoring marker accordingly in front of the "0" spot.

Winner:

The player with the most victory points (VP) wins the game.

If players are tied then the one with the highest number of stars among the tied wins. If this is also a tie then use the turn order. The player who is first in turn order among the tied players wins.



8. Variants

8.1 Long Game

Players who want a longer game can use the other side of the round track with 12 rounds (instead of 8).

8.2 Deterministic Setup

Players who want to take (most of) the luck out of the setup process can do the following instead.

Follow the normal setup process in the given order but after placing a center tile, do the following instead:

Setup Turns:

Select a starting player randomly. Players take turns starting with the starting player and then going clockwise. On each turn a player has one of the following options. Every player may do each option only once.

- Take a race/group tile.
- Take a sector tile and place it next to center tile (any orientation). The player puts his home planet cylinder on the central star of this tile. The first player to choose this option may also rotate the center tile. If other players have already placed their sector tile then any new tiles must be placed so that it will fit with the other tiles.
- Take a turn order counter.
- If using the advanced game rules, draw five domination cards face down from the deck. Pick one and put the other four back. Then shuffle the deck.

Continue taking turns until all players have placed a sector tile, have a race/group tile, and a turn order counter. If using the advanced game rules this includes also a domination card.

Place star counters on the sector tiles in the same way as the normal setup.

Then do starting ships and selecting alignment as normal.

8.3 Two-Player Game

Setup and play the game as if with three players. The third player is the “puppet” which will be played by the other two players. The puppet starts with the STO alignment. If using the “deterministic setup” (see above) then setup the puppet randomly before the other two players choose their setup.

The puppet does not score any VP (he also does not get a domination card in the advanced game).

At the start of every round there is an auction for the control of the puppet for that round. The two players each make a bid by secretly putting a number of discs into their hand. Players may bid zero. Then both players each reveal their hand simultaneously. The player with the greater bid wins the auction and thus controls the puppet for that round. In the case of a tie the player who controlled the puppet last round wins the auction (if this happens in the first round, then determine the winner randomly). Mark control of the puppet by placing a disc of the player who won the auction on the puppet's race/group pad. This player must also subtract a number of VP from his current score equal to his bid (his score may go negative because of this).

The puppet and its controlling player are automatically at peace with each other (i.e. they are allies). Flip over the war/peace counters accordingly. They may thus not “declare war” on each other nor do any actions against each other that would require an “at war” status.

The puppet must get a technology level in every technology trade it participates in, otherwise trade with the puppet is not allowed.

9. Tables

9.1 Race/Groups

Race/Group Name	STO special	STS special
Alliance of Light (STO) Alliance of Darkness (STS)	Get 3 VP at the end of an Era of Light. Lose 4 VP when switching alignment in 8-round game, and 5 VP in 12-round game. (1)	Get 6 VP at the end of the Era of Darkness. Lose 4 VP when switching alignment in 8-round game, and 5 VP in 12-round game. (1)
Anchara Coalition	If the player has chosen the “switch alignment” growth action counter then on his turn of the growth phase he may select and execute a third growth action counter then. To do “research technology” he must have already chosen a technology for his square counter choice.	
Annunaki	Start with Genetics level 2. Use a “gain star” growth action to convert a “primitive neutral” star to an “advanced neutral” star (add 1 white disc). (2)	Start with Genetics level 2. Keep the 2 population when conquering a “primitive neutral” star. (3)
Avians	Start with Spirituality level 2 and Propulsion level 2.	
Dracos	Start with Military level 2. Get 3 extra ships at start.	
Felines	Once per round when attacked, can force the attacker to “retreat before combat”. (4)	Once per round when attacking, can force a defending player to “retreat before combat”. (4)
Greys	Get 1 additional level in a technology field of choice other than the one on the counter selected when doing a “research technology” growth action. (5) Lose 2 VP at the end of a round if “at war” with any player.	At the end of a trading step in which you did not trade you may “gain” one technology level from a player you are in contact with (use the same rules as when taking a star, see chapter 6.2.4).
Galactic Confederation (STO) Galactic Empire (STS)	Get an additional, free “ally” growth action for every “gain star” growth action counter selected.	Keep up to 3 population when conquering a star (including neutrals). (3)
ICC	Start with Propulsion level 2. Player may do one technology trade with each player every round (instead of just one in total). Contact requirements still apply. He may immediately trade away a newly acquired technology level. He chooses the sequence of his trades.	
Nordic Humanoids	Player may declare war on STS players during his own movement subphase. Player gets 2 VP every time he “liberates” a star (additionally to other VP gained).	May “ally” with advanced neutrals.
Mantids	Get 2 population discs per star with a “grow population” growth action (normal limits still apply).	
Orion Republic (STO) Orion Empire (STS)	Player’s population counts double for being conquered.	Conquer stars with only 1 ship.
Progenitors	Get an additional, free “colonize star” growth action for every “gain star” growth action counter selected.	
Rogue AI	Start with Robotics level 2. When doing the “grow population” action may convert ship pieces into	Start with Robotics level 2. After doing the “build ships” action (i.e. after determining the number of

	population discs (one for one each) at any star the player already owns (normal limits still apply).	ships to get) may additionally convert population discs into ship pieces (two ships per disc) at any star the player owns. These ships are placed at the star where the disc was. The home star cylinder may not be converted. If all remaining discs of a star are converted it becomes “uninhabited”.
Yowies	Start with Spirituality level 3. May not have Robotics higher than level 1.	

(1) Also applies when player switches his alignment due to raising his Spirituality to level 5 or 6.

(2) The special action of the Annunaki player is not free but replaces the normal gain star growth action when the player chooses to use it. When doing this, the star counter remains there but one white disc is added (remove this too when the star is conquered or allied).

(3) “Keeping population” means the player may exchange of number of population discs from the conquered star for ones of his own color (instead of just placing one). Remove any remaining discs of the conquered population after that.

(4) For this use the “retreat before combat” rule in the advanced game rules. Player must decide to use this before any fleets are revealed (and before any defending player's decide whether to “retreat before combat” in an advanced game).

(5) This technology field is not counted for scoring VP nor for preventing scoring of other players for any research actions in the third era (light). See also chapter 6.2.6.

9.2 Technologies

9.2.1 Military

<i>Level</i>	<i>Effect</i>
1	The combat value (CV) of each ship is 1.
2	CV of each ship is 2.
3	CV of each ship is 3.
4	CV of each ship is 4.
5	CV of each ship is 6.
6	CV of each ship is 10.

9.2.2 Spirituality

<i>Level</i>	<i>Effect</i>
1	
2	Player may do 1 remote view per round.
3	Player may do 2 remote views per round.
4	Player may do 3 remote views per round.
5	Player may do 4 remote views per round.
6	Player may do 5 remote views per round.

- A player may not do any remote views at all on a player who has an equal or higher level.
- At levels 5 and 6 a player automatically switches to STO (no growth action needed for that) and may not switch back to STS again. This happens during a player's turn, not during the “Switch Alignment” step (see chapter 6.2.2).

9.2.3 Propulsion

<i>Level</i>	<i>Effect</i>
1	Ship range is 3.
2	Ship range is 4.
3	Ship range is 5.
4	Ship range is 6.
5	Ship range is 7.
6	Ship range is 8.

9.2.4 Robotics

<i>Level</i>	<i>Effect</i>
1	
2	Add 2 ships when "building ships.
3	Add 4 ships when "building ships.
4	Add 6 ships when "building ships.
5	Add 8 ships when "building ships.
6	Add 16 ships when "building ships.

9.2.5 Genetics

<i>Level</i>	<i>Effect</i>
1	
2	Player gets 1 bonus population when "growing population".
3	Player gets 2 bonus population when "growing population".
4	Player gets 3 bonus population when "growing population".
5	Player gets 4 bonus population when "growing population".
6	Player gets 5 bonus population when "growing population".