

GALAXY CHALLENGE: EXPLORE TO WIN !!!



We have evolved into stellar explorers and deep space is our home where we live and work in the dark, vast universe. We have discovered friend and foe along the way and we learn to survive.

The Interstellar Alliance is one of the six major powers in the galaxy; their propulsion advantage is the best in the universe. The Taykeean Empire has a great attacking advantage; they are hard to defeat. The Marclone Dynasty will try to discover new worlds to add to their powerful size. The Nycadians, from the ancient Nyca Clusters, will just try to survive another century. The Boocleanites are able to adopt the same advantage from whoever they are near; and the Jes' RaHS are a newly discovered race who we know little about.

Play as one of these civilizations, exploring and attacking to survive another day in the galaxy.

CONTENTS: Included in this game is the playing board, 72 sector cards, 32 advantage cards, 30 Anomaly chips, 4 dice and 6 colored rocket tokens.

OVERVIEW: The playing board consists of a large expanse of deep space made up of many sectors. Move around it and be the first to discover its hidden Anomalies and win the game; an Anomaly is just something waiting to be discovered in the galaxy. Each gray square on the board is a sector that can be explored. Land on them and see if there is something to be discovered by drawing a sector card. If you discover an Anomaly then you collect a chip. The game is over when all Anomaly chips are collected and the player with the most chips is the winner.

GETTING STARTED: Place the Anomaly chips close to the board where all players can reach them and then place the sector and advantage cards on their spaces on the board. Each player rolls a die to decide which color rocket they will control during the game; the highest roll chooses first and also plays first (play proceeds clockwise). The next highest roll chooses second and so on until all players have chosen their rocket token. All players place their rockets on their colored circle (their home planet) to start the game.

PLAYING: At the beginning of your turn roll all four dice together to obtain your die totals (don't forget to add any extra advantages before you roll, see below). The number shown on each die plus any extra advantages that you use become your die totals. The black die total is used for moving your token; the blue die total is used for exploring; the red die total is used for battle; and the green die total is used for defending yourself if necessary. Each turn consists of moving your rocket token and either exploring the sector that you land on or attacking another player if possible.

Follow these rules during your turn:

- Move the number of spaces indicated by your black die total (which includes any moving advantages that you used). You may move in any direction, including diagonally, making sure not to skip any gray sectors. You also can move back and forth over the same sectors but, you cannot move through another player's home planet (except as noted below during an Anomaly Challenge) and of course you cannot occupy (or move through) the same sector as another player. You must move your rocket token on every turn. See the diagrams below for an example of legal moves.



You may move in any direction from any gray sector to any other gray sector.



You can move in any direction when near your own home planet.

- After you move you may explore, if you wish, according to your blue die total (which includes any exploration advantages that you used). To explore draw the number of sector cards according to your blue die total as described below.

If your blue die total is a:

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|--------------|----------------------|
| 1 – 5 | draw one sector card |
| 6 – 12 | draw two cards |
| 13 or higher | draw three cards |

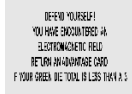
After drawing a sector card read what it discovers. If there is a discovery made collect one Anomaly chip (and any advantage cards) and return the card to the bottom of the deck. Make sure to draw one card at a time and follow any instructions on it before drawing any additional sector cards. There are three types of sector cards as described below:

A discovery card is when you find an Anomaly. They all state 'You Discover...' Collect one chip for each discovery made.



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Some cards make you defend yourself and return an advantage card (if you have one) to the deck depending on your green die total. They all state ‘Defend Yourself!’ Do what it says and return this card to the bottom of the deck. If you don’t have any advantage cards then simply return the sector card to the bottom of the deck.



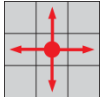
And of course sometimes you don’t discover anything. Return these cards to the bottom of the deck.



If you land on the center +2 space with an exact count and you make a discovery, then collect an extra Anomaly chip (for a total of 2) for every discovery made. On your next turn you must move out of the center and you cannot go back in until your following turn.

If you are exploring then your turn ends after you have drawn all necessary sector cards (according to your blue die total).

- After you move you may attack another player if you wish, according to your red die total (which includes any attacking advantages that you used), and you must have at least one unused advantage card as well. If you want to attack you first must move your rocket token to an adjacent sector (if you can) next to who you wish to battle and announce that you will be attacking. The battle will be won or lost according to your red die total which must be a six or higher to attack. The defender will then add any defensive advantages they may have and roll the green die, but the defender cannot use any cards if they only have one card unless it is a green advantage card. The defender can only use a green advantage card and roll the green die to try and win the battle. Whichever number is higher wins the battle. The defender always wins a tie. If the attacker wins they receive one advantage card from the defender but, if the attacker loses they must give up one advantage card to the defender and end their turn. If the defender’s last card was a green advantage card and they used it but lost the battle, the attacker does not win anything in this case (that is the chance you take if you attack another player who only has one advantage card). There is no limit to the amount of attacks you can make in a game, but your red die total must be at least a six and you must have one unused advantage card. Remember though you cannot attack someone from a diagonal position. See the following diagram for an example of how to attack:



- When you need to defend yourself either against an Anomaly or another player, use your green die total (you can only add defensive advantages before you roll). If your green die total is the same or higher than your challengers die total (or the Anomaly) you have successfully defended yourself.

ADVANTAGE CARDS: During the game, if a sector card says to draw a card (or cards) then draw from this deck. Keep the card(s) until you wish to use them. If you decide to use a card(s) then you must before you roll the dice. You can use more than one card on the same turn but not of the same type of advantage. Once you decide to use them and roll the dice, you cannot change your mind and take them back. Keep them face up until your turn ends and then return them to the deck. You do not have to announce which roll you will add a ‘Special Advantage’ to until after you roll the dice, but remember you can only use one type of each advantage on each turn. If you need to defend yourself against an Anomaly that you discover you cannot add a defensive advantage unless it was used before you rolled the dice, but if you are defending against an Anomaly challenge then you can use any advantage card (or cards) before you roll but within the guidelines stated above.

ANOMALY CHALLENGE: After you have discovered at least one Anomaly (and collect an Anomaly chip) you can challenge another player for one of theirs. After you roll your dice (and add advantages) move to and land on the home planet of the player that you want to challenge (depending on, of course, your black die total). Remember, if the home planet is occupied by their rocket token then you cannot challenge this player. For this challenge you need to add all die totals together to obtain one number (remember this number so your opponent can then roll the dice). Your opponent will then roll all four dice (and add advantages if they wish) to obtain one number. The highest number wins the challenge and thereby wins one Anomaly chip from the loser of this challenge. The defender always wins a tie. If the challenger’s number wins by 25 or more then they will receive two Anomaly chips from the defender (if they have at least that many). If the challenger loses then he or she must give one of their chips to the defender and end their turn. Win or lose this challenge you must move your rocket token to a gray sector adjacent to the home planet you attacked. During the game there is no limit to the amount of Anomaly Challenges you can make, but you cannot challenge on two consecutive turns and you must always have at least one Anomaly chip in your possession.

ENDING THE GAME: When all Anomaly chips are collected whoever has the most wins! If there is a tie between one or more players then use the Anomaly Challenge rule above to determine the winner. In this case only, use all of your advantage cards and roll the dice to obtain your final number. The player with the highest number is then declared the winner.

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SUGGESTIONS:

- Don't reveal your advantage cards to your opponents until you want to use them, so that way they don't know what kind you have!
- During your turn you may move back to your home planet to prevent another player from challenging you for a discovery. You also cannot be attacked while on your home planet, but you cannot explore or attack another player while there.
- If you lose an attack you have a choice on which advantage card to give to the winner.
- If there happens to be another tie after following the tie breaker rules above (although probably extremely rare), then shuffle the sector card deck and have each tied player draw one card at a time starting with the player that collected the last Anomaly chip. The first to draw a Great Anomaly will then be declared the winner.

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