# Age Of Galaxy

Rulebook

- Sample Only -

Prologue

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

Components
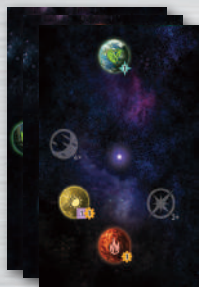
System Card x8

Action Board x1

Prestige Board x1

G&A Board x1

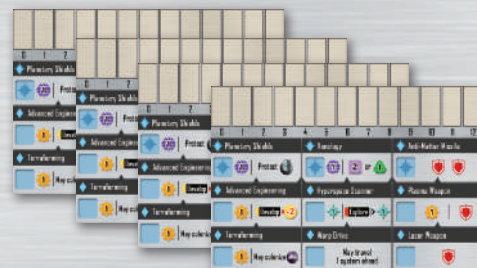Trade Card x5

Action Cube x64
(4 Colors x16)

Credit Counter x4
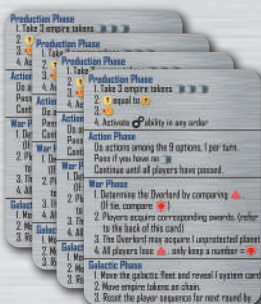

Productivity Counter x4

Tips Board x1

Player Board x4

Faction Card x30

Tips Card x4

Galactic Fleet Token x1

Planet Token x5 (5 types x1)

Turn Order Token x4

Explore Token x9

Influence(1) Token x10

Relic/Discovery(1) Token x26

Influence(3) Token x3

Relic/Discovery(6) Token x4

Cruisers x36 (4 Colors x9)

Overview

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

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

Symbols and Meanings

●	Credit ; A type of resource
✸	Productivity ; Source of credits in Production Phase
✦	Discovery ; A type of resource
■	Influence ; A type of resource
⊕	Prestige ; A source of VPs. Place your cube on top, if you encounter other cubes in the same space.

⬡	Relic ; A source of VPs
▲	Cruiser ; Useful for war and exploration. Maximum 5 in hand
🛡	Strength ; Tie breaker of War Phase, determine the amount of ▲ could be kept after war.
◆	Technology ; Boosts that can be unlocked by Research action.
✦	Advanced technology that needs an extra ✸ to be researched.
⚙	Ability that can be activated at the end of Production Phase. They can be found on faction cards.
⚡	Ability that can be activated unlimited times in player's turn. They can be found on both tips board or faction cards.
ⱱ	Ability that can be activated when the faction debuts. They can be found on faction cards.
↻	Actions that can be activated multiple times per one attempt.

	Colonized Planet ; A source of VPs
	Developed Planet ; A source of VPs ; Rules related to also apply.
	Planet acquired by ; No longer score VPs for the original player.
	Arrow of transferring resource, from A to B
A ▷ B	Arrow of effect, after A occurs, then B happens
N	Gain amount "N" E.g. gain "N" prestiges
× N	Spend amount "N" E.g. spend "N" Credits
× -N	Discounted in spendings E.g. spend "N" less Credits

	Planet icon ; based on the number of players, replace it by a random planet token face-up.
	Exploration point icon ; replace it by a random explore token face-down. For those with a number, do it when the number of players matches it.

Planets

Warm

Oceanic

Arctic

Desert

Volcanic

Barren

Ideologies

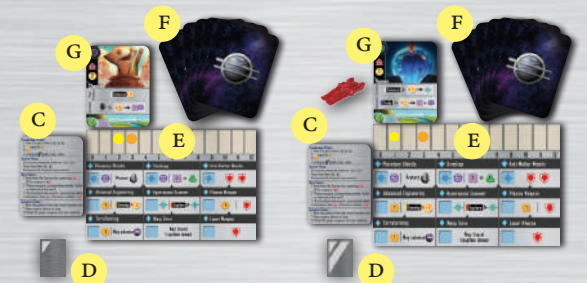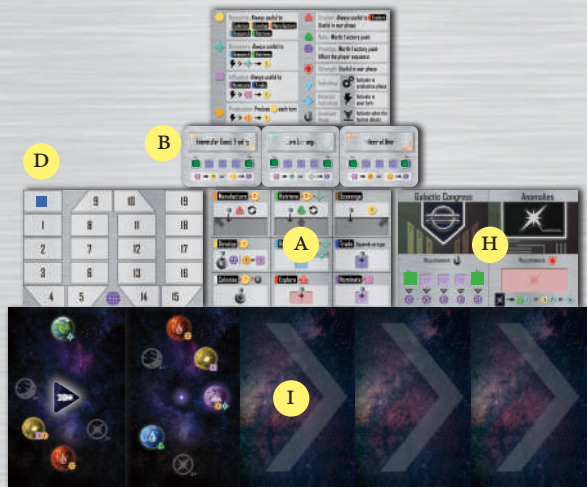Militarism

Culturalism

Industrialism

Diplomacy

Science

Set Up

2-player example:

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

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

Each player:

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

D Pick a color and place an **action cube** on the space "0" of the **prestige board**. Arrange the first player color on top and others below clockwise. The last person who won is the first player. If this is the first game of the group, the game owner is the first player. Deal the **turn order tokens** to the players correspondingly.

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

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

> Experienced players can try variant "Faction Drafting".(P.35)

G Pick a **faction** as the starting main faction of their alliance. Get the debut bonus of the card (refer to "as a main faction" on P.32).

- Take the setting on P.10 as an example, the left player chose Chaeilki so 2 extra ◯ were acquired. The right player chose Human so 1 extra ◯ and 2 🔺 were acquired.

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

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

Flip

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

Phases

Each round consists of 4 phases in the following order:

Production Phase ➡ ***Action Phase*** ➡ ***War Phase****
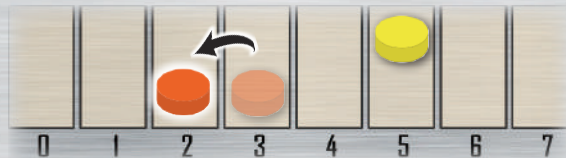   ⬑ - - - - ***Galactic Phase*** ⬅
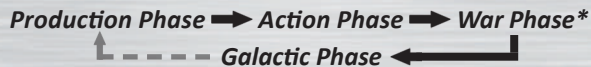
*Except for Round 1, it does not have a War Phase.

Production Phase

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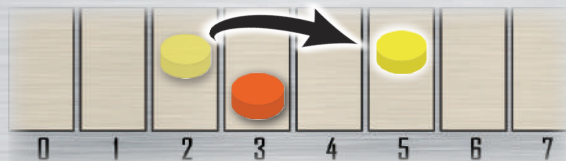
3. Lose 1 🌼.

4. Activate ⚙ ability in any order. These abilities come from the main faction cards. For details of faction cards, you may refer to P.32-33.

Action Phase

Players take turns to do 1 action depicted on the action board using action cubes. The actions can be affected by technologies(P.26-27) or main factions (P.32-33) in the alliance.

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

Apart from doing actions, players may also perform the followings anytime during their turn:

- Play ONE faction card from hand (Details: P.32-33).
- Activate any ⚡ effect including the 3⚡ effects on the tips board and those on their own main faction cards.

All actions require players to put an action cube on a specific place. This will be explained in the next section.

Actions in Detail

Actions on system cards:

Colonize — Cost: 🟡 = amount of 🌐 owned by the player before this action.

- This action is to acquire a planet in a peaceful way.
- You can only colonize a planet that is...
  1. Reachable
  2. Unoccupied by any cube or 🔺
  3. Matching the adaptation of your main factions **OR** one-time adaptation of a faction (Details on P.33)

Key Concept - Reachable:

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

| Reachable | Not Reachable (Warp Drive needed) | Not Reachable |

- Conduct this action by putting an action cube on a planet that fits the above requirements. Then acquire the resources stated.

- 🪐 can only be colonized by players who researched "Terraforming".

For example, Red wants to colonize the circled planet.

1. It needs to be reachable. As it is not on the systems beyond ▶, it is reachable.
2. The planet needs to match the adaptations of the main factions. As Red has a main faction with 🌿 adaption, this planet is available for Red to colonize.

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

Actions on system cards:

Develop
Cost: 7 🟡

- This action is to transform a colonized planet into a developed planet to gain more VPs and acquire the right to **Nominate**.

- Conduct this action by putting an action cube on a colonized planet. A player CANNOT develop any colonized planet owned by others.

- Reward 1 🌐.

- Then, choose [1 🟡 and 1 ✹] OR [1 🟪] as the second reward.

Actions on action board:

Manufacture
Cost: 2 🟡 for each 🔺

- This action is the main source of 🔺 which is useful for war or exploration.

- Conduct this action by putting an action cube in the lower area of the action box. Then manufacture any number of 🔺 for 2 🟡 each.

- **Each player can only keep maximum 5 🔺 in hand.**
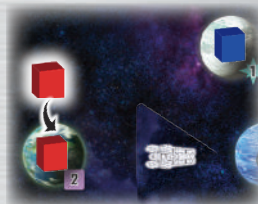
For example, If Red wants to develop the circled colonized planet, Red needs to pay 7 🟡 to do so.

Retrieve — Cost: 3 🟡 for each ✦ converting

- This action can turn ✦ to 🔺 which scores VPs.

- Conduct this action by putting an action cube in the lower area of the action box. Then convert ✦ to 🔺 and pay 3 🟡 for each converted.

Flip

Scavenge — Cost: None

- This action is to directly get 🟡.

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

Action on trade cards:

Trade Cost: Depends on trade card

- This action is to exchange resources according to trade cards.

- Conduct this action by putting an action cube on any unoccupied slot of a trade card. Then, trade resources according to that trade card. A player can only do the exchange once in a trade action.

- If there is no available slot on a trade card, the players cannot use that card again in the round.

- Filling up a trade card will trigger a golden age which gives players extra action cubes. It will be explained in Galactic Phase (P.30-31)

- If a player does not have enough resources to trade, they CANNOT choose this action to block the slots.

For example, Red is planning to acquire more 🌐. In order to do so, Red pick the **Trade** action and spend 7 🟡 to acquire 2 🌐.
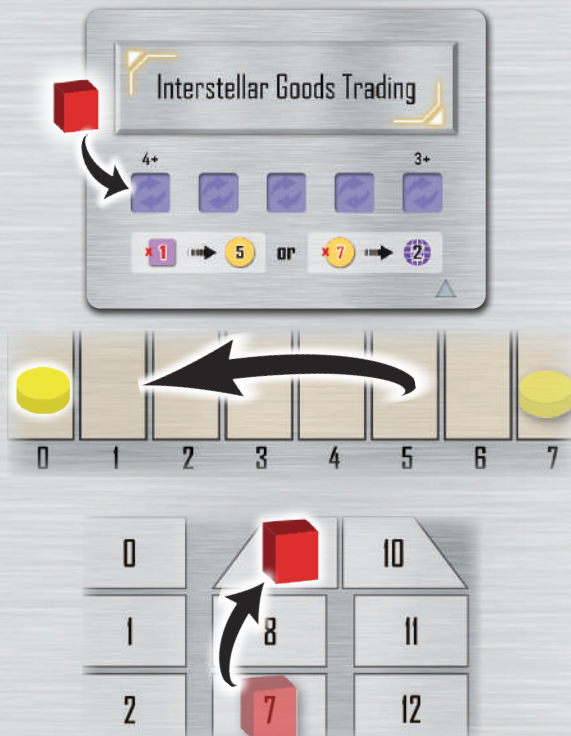
Action on G&A board:
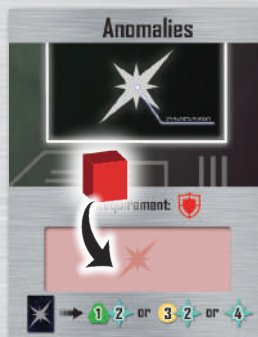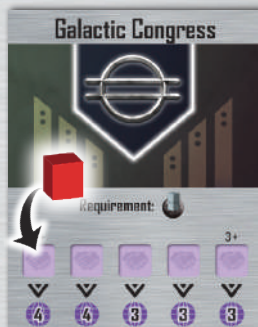
Explore Cost: 1 🔺

- To do this, the player needs to at least have 1 🛡.
- This action is to send out a cruiser searching for 🟡, ✦ or 🔺.
- Conduct this action by discarding a 🔺. Then put an action cube on the anomalies area of the G&A Board.
- Then reveal any **reachable** ▨ to acquire the corresponding awards and discard the ▨ afterwards.

Nominate Cost: 3 🟪

- To do this, the player needs to own at least one 🏺 that is not not acquired by military. About military acquisition, please refer to War Phase (P.28-29)
- This action is to become a leader of the Galactic Congress in order to gain 🌐.
- Conduct this action by spending 3 🟪 and putting an action cube on an available slot on the Galactic Congress. Then gain 🌐 according to the number marked below the slot.
- Once a slot is occupied, it will not be removed.

Anomalies

Requirement: 🛡

✕ → ① 2 or ③ 2 or ④

Flip

3 2

Galactic Congress

Requirement: 🏺

3+

④ ④ ③ ③ ③

0 9
1 8
2 7
3 6
④ 5

Action on player board:

Research

⬜	Cost: 3 🟡 or 1 ✦	🟦	Cost: 3 🟡 or 1 ✦ AND 1 extra ✦

- This action is to activate technologies on the player board.

- Conduct this action by putting an action cube on the box on any unresearched technology. Then, acquire the resource rewards if any (For example, 1 🌱 is the reward of researching "Terraforming").

- Terraforming, Warp Drive and Laser Weapon are the only three available technologies in the beginning. The upper level technologies will be available once the path is unlocked:
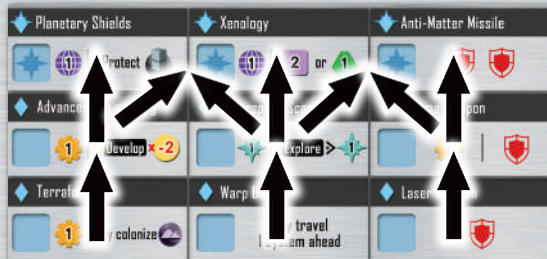
- The top-row technologies only require one mid-row technology prerequisite (see paths) to be unlocked.

For example, Red can research "Planetary Shields" as they have already researched "Hyperspace Scanner".
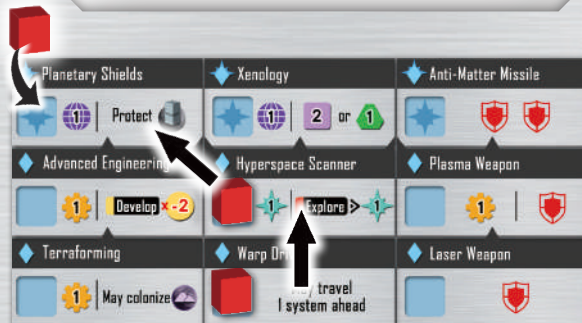
Factions may have unique technologies. They are always counted as ✦.

War Phase

For Round 1, SKIP this phase.

1. Compare the number of 🔺 **in hand**. Get the corresponding awards of the below table.

	Overlord	2nd-place	3rd-place	4th-place
👥	1⃝🔟			
👥	2⃝🔟	⃝🔟		
👥	3⃝🔟	1⃝🔟	⃝🔟	

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

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

> **Key Concept - Protection of planets:**
> - If a player's number of 🔺 ≥ number of their owned planets, all of their owned planet count as protected. Otherwise, **all of them** count as unprotected.
> - **No need to include 🔴 for the above calculation. They are always self-protected.**
> - Planets could be protected by technology or faction abilities regardless to the amount of 🔺.
> - An unacquired planet is always unprotected.

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

> For example, Blue has the most 🔺 and becomes the Overlord. Blue gains 2 🟡 and 1 🌐. As it is a 3 player game, Green gains 1 🌐.
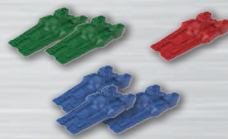
> Then, Blue may choose to acquire a **reachable** unprotected planet. Red only has 1 🔺 so Red's planets are unprotected. Blue decides to acquire the 🛰. To do so, first return the cubes on the planet back to supply. Then, put a 🔺 on it. Remeber, by doing this, Blue could not get 2 🟪 but can avoid Red to earn VPs through 🛰.

> Then, all players discard 🔺 down to 🛡. Let's say Blue has only 1 🛡, 1 🔺 would be lost as Blue could only keep 1.

Galactic Phase

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

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

> **Key Concept - Golden Age:**
>
> • The action cubes (including those that exceeded the slots) from the fully filled trade card will return to their player.
>
> • A maximum of 3 cubes can be returned to a player no matter how many trade cardswere fulled, the rest are returned to supply.
>
> • Flip over the trade card. there are no limited slots so the card will no longer trigger a golden age again.
>
> • As a result of Golden Age, some of the players may choose more than 3 actions in the next round.
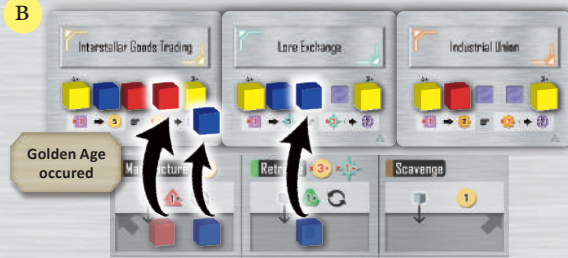
3. Reset the player sequence and rearrange the turn order tokens for next round by 🌐. The player with the higher 🌐 goes first. If tied, the player having the cube on top goes first. **Remember, when gaining 🌐, place the cube on top of other cubes in the same space on the prestige board.**

Faction cards

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

- Ideology
- Debut Bonus
- Human
- Adaptation
- Abilities / Technologies
- One-time Reinforcement

As a main faction (Maximum 3):

- Gain the debut bonus ⬤ and 🔺
- Activate ⟱ effects
- From now on, the player gains the faction's unique abilities and is able to **Colonize** the adaptation planets mentioned on the card.
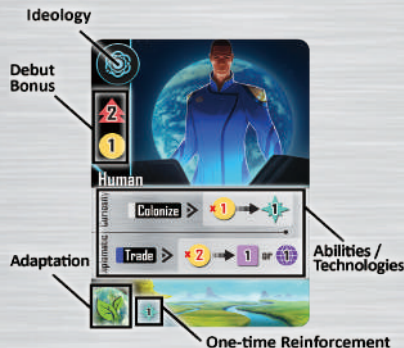- Debut of a main faction does not replace the previous main factions.
- Some factions have unique technologies to be researched.
- Players cannot change their main factions once they are debuted.

As the true major ideology (Maximum 1):

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

> ### Key Concept - Major Ideology:
> It means the majority of the ideologies among the factions of an alliance. The major ideology can be overridden by showing the true major ideology.
>
>
>
> Major ideology:
>
> Overriding Major ideology:
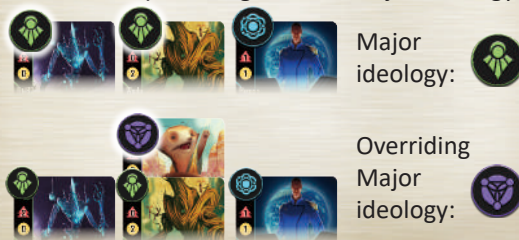
As one-time reinforcement OR adaptation:

- Gain the one-time reinforcement **OR** for once be able to choose a planet which matches the adaptation of the card when you **Colonize**.
- Then, discard the card.

Game End and Scoring

- **After War Phase, if the ▷ is on the last system card, the game ends.**

- Then each player counts their VPs from:

Prestige	1 VP for each 🌐
Galaxy	1 VP for each ⬤ 2 VPs for each ⬤ Caption: Do not count 🔺
Relic	1 VP for each 🔷
Major Ideology	◉ : 1 extra VP for each researched ✦ technology ◉ : 1 extra VP for each 4 🌐 (rounded down) ◉ : 1 VP for each 🔺 ◉ : 1 extra VP for each ⬤ ◉ : 1 extra VP for each 2 🔷 (rounded down) Players without a Major Ideology do not gain any additional VPs.

- The player with the highest VPs is the winner. If tied, the player with the higher 🌐 wins the tie. If tie again, the player having the cube on top wins the tie.

Variant

Faction Drafting:

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

Explored Galaxy Mode:

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

Solo Mode:

Will be included in Kickstarter version as a stretch goal!

FAQ

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

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

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

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

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

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

Q4. For ⚡ effect, is there any limit of activiation?

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

Q5. Do "Feimur-V5" gain 2 🟡 per 🔺 lost?

Answer:

- No, Feimur-V5 earn you 2 🟡 in total if at least one 🔺 is lost.

- For example, at the end of War Phase, you have 5 🔺 & 2 🔻. Although you lost 3 🔺 in total, you only gain 2 🟡 by the ability of Feimur-V5.

- Acquire planets by a 🔺 won't count as losing 🔺.

- You can never own more than 5 🔺 in a single moment so it is impossible to do something like "acquiring 1 extra 🔺 to have 6 in total, and lose 1 🔺 because there is a maximum of 5 you can own".

- The same logic applies to similar abilities.

- For example, when you colonize a planet that gives you 2 🟪, you gain 1 🟡 instead of 2 by the ability of Auralis.

Q6. Regarding "Psykrio", what does "protect 2 extra 🔺 in War Phase" mean with their energy shields?

Answer:

- If you have researched it, you lose 2 less 🔺 at the end of War Phase.

- For example, with the help of this technology, even though you have only 3 🔻, you can still keep 5 🔺 at the end of War Phase.

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

Answer:

- No. You have to spend 2 🔺 first, then spend another 🔺 to acquire an unprotected plane and earn 1 🟡.

- Simply speaking, 3 🔺 is required to activate this ability.

Credits

Story and Game Design: Jeffrey CCH
Character Design and Illustration: Samuel Horowitz
Graphic Designer: Roxy Dai
Producer: Kenneth YWN
Associate Producer: Isaac Chan
Editor: Alex Chan
Plastic Sculpting: Herman Ying

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