



AGE OF GALAXY

The Silver Crescent, a galaxy discovered in a recent interstellar expedition, is teeming with resources and mystical relics. Civilizations are flocking to the Silver Crescent for their own interests. Tensions, distrust, and aggression are rising. Can you form your own alliance and make the right choices to become the greatest empire in this new Age of Galaxy?

RULEBOOK



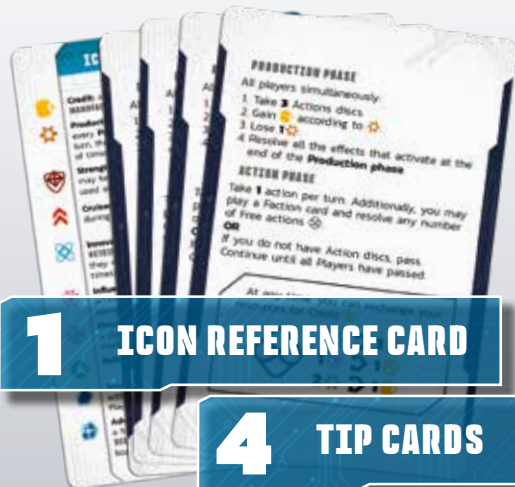
1 MAIN BOARD



4 PLAYER BOARDS



40 FACTION CARDS



1 ICON REFERENCE CARD

4 TIP CARDS



8 SYSTEM CARDS



5 TRADE CARDS

COMPONENTS



5 PLANET
TOKENS



9 EXPLORATION
TOKENS



4 TURN ORDER
TOKENS



4 20+/40+
TOKENS

1 in each color



24 INFLUENCE
TOKENS

18x value 1
6x value 3



24 INNOVATION
TOKENS

18x value 1
6x value 3

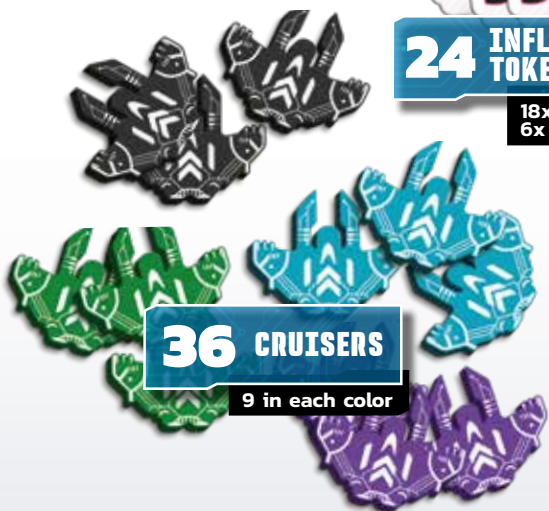


24 RELIC
TOKENS

18x value 1
6x value 3



4 PRODUCTIVITY
COUNTERS



36 CRUISERS

9 in each color



64 ACTION
DISCS

16 in each color



4 CREDIT
COUNTERS



4 STRENGTH
COUNTERS

If you run out of Relic, Innovation, or Influence tokens, use suitable substitutes. However, Cruisers and Action discs are limited and players may not gain any more of them.



1 GALACTIC FLEET
MARKER



1 DIE

used only in
Advanced Solo
mode



5 SOLO SCENARIO
SHEETS





used only in
Advanced Solo
mode

ICONS





Credit – a resource used in **COLONIZE**, **DEVELOP**, **MANUFACTURE**, **RESEARCH** and **RETRIEVE** actions. Players may never have more than **12** .




Productivity – indicates how many  you gain every **Production phase**. Players may never have more than **12** . Any time during a player's turn, they may spend **2**  to gain **1**  (any number of times).





Strength – determines the number of  (Cruisers) a player may keep at the end of the **War phase**. It is also used as a tiebreaker during the **War phase**. Players may never have more than **12** .





Cruiser – a resource used in the **EXPLORE** action and during the War phase. A player may have up to **5**  in their supply at once. When a player gains a Cruiser, they take a Cruiser of their color from the common supply.




Innovation – a resource used in **RESEARCH** and **RETRIEVE** actions. Any time during a player's turn, they may spend **1**  to gain **1**  (any number of times).



Influence – a resource used in **NOMINATE** and **TRADE** actions. Any time during a player's turn, they may spend **1**  to gain **1**  (any number of times).



Prestige – each Prestige is worth **1**  (Victory Point). Each time a player gains **1** or more Prestige, they move their marker on the Prestige track. If they exceed 20, they place a "20+/40+" token on a designated space next to the Prestige track with 20+ face up. Then place their Prestige marker back at the space 0. If they exceed 40, they flip the token and place the marker again at the space 0.



Victory Point – the player with the most Victory Points at the end of the game wins.



Relic – each Relic is worth **1** .



Basic Technology – an ability that may be unlocked by the **RESEARCH** action.




Advanced Technology – an advanced ability with a higher cost that may be unlocked by the **RESEARCH** action.




Free action – this action may be resolved any number of times and at any time during each of your turns.



Colonized planet – each Colonized planet is worth **1**  at the end of the game.



Developed planet – each Developed planet is worth **2**  at the end of the game.



Conquered planet – the original owner does not control it anymore.



Planet – based on the number of players, cover it with a random face-up Planet token.



Exploration point/token – when revealing a new System card (during Setup or the Galactic phase), based on the number of players, cover it with a random face-down Exploration token. These tokens are reachable by the **EXPLORE** action.

CONTENTS

PLANETS



Arctic



Desert



Oceanic



Volcanic



Verdant



Barren




IDEOLOGIES

Cultural Diplomatic Industrial Militaristic Scientific



COMPONENTS	2-3
ICONS	4-5
CONTENTS	5
SETUP (2-player example).....	6-7
GAMEPLAY	8-17
• Production phase	8
• Faction cards	8-9
• Action phase	8-14
• Explore.....	10
• Trade.....	10
• Research.....	11
• Manufacture.....	12
• Retrieve.....	12
• Scavenge.....	12
• Colonize.....	13
• Develop.....	14
• Nominate.....	14
• War phase	15
• Galactic phase	16
• Game end and scoring	17
CREDITS	17
VARIANTS	18
TECHNOLOGIES	19

SETUP

- 1 Place the main board at the center of the table.
- 2 Draw 3 Trade cards and place them above the main board with their  side face up. Return all other Trade cards back to the box.
- 3 Determine the player order. The First player is the last person to win the Age of Galaxy. If this is your first game, determine the First player randomly. Other players in clockwise order take the corresponding Turn Order tokens.
- 4 In games for 1-3 players, place Action discs of a non-player color on the spaces of the Main board and Trade cards according to their player count icons.
- 5 Set up the Galaxy by placing 5 random System cards in a row (the 2 leftmost face up and the remaining face down) below the Main board.
- 6 Place the Galactic Fleet token at the top of the leftmost System card.
- 7 Then place random face up Planet tokens and face down Exploration tokens to cover the appropriate icons:  and  according to their player count icons.
- 8 Place the Action discs and Cruisers in player colors into a common supply. Return all the remaining discs and Cruisers in non-player colors back to the box.
- 9 Place the remaining tokens into a common supply.

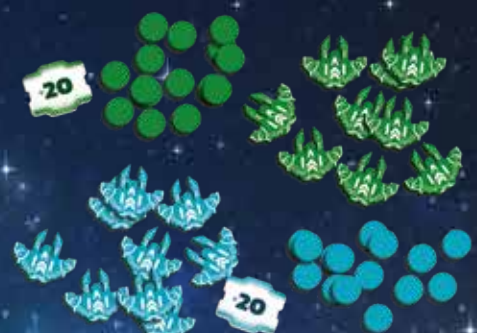
Each player:

- 10 Places a Player board and Tip card in front of them.
- 11 Places an Action disc in their color on space "0" of the Prestige track (first player disc on top, second player beneath it, etc.).
- 12 Places a Credit counter and Strength counter on space "0" and Productivity counter on space "3" of the Player board track.
- 13 Draws 7 Faction cards. They may discard up to 3 and then draw back up to 7.

Note: Players do not get any more Faction cards during the game. Experienced players may try the "**Faction drafting** variant" described on pg. 18.

- 14 In player order, each player picks a Faction card and plays it in front of themselves to start their Alliance and gains its Debut bonus, indicated in the top left of the card and resolves all other immediate effects.





GAMEPLAY

The game consists of 5 rounds, each made up of 4 phases in the following order:

- **Production phase**
- **Action phase**
- **War phase**
- **Galactic phase**

The **War phase** is skipped in round 1.

PRODUCTION PHASE

1. Each player takes 3 Action discs in their color to their personal supply.
2. They gain ☀ according to ⚙.
3. Lose 1 ⚙.
4. All players simultaneously resolve all the effects of their Faction cards in their Alliance that activate at the end of the **Production phase**.

ACTION PHASE

Players, in turn order, take turns resolving 1 action. Actions may be affected by Technologies or Faction cards in Alliances.

Players repeat this process in turn order until they run out of Action discs. If a player has no discs at the beginning of their turn, they have to pass. Number of turns taken by each player during a round may vary throughout the game.

The Action phase ends once all players have passed.

In addition to resolving actions, players may also perform the following at anytime during their turn:

- Play 1 Faction card from hand.
- Activate any Free actions (⚙).

Every non-Free action requires players to place an Action disc on a specific space. Actions are described in detail on the following pages.



- 1 Name of the Faction
- 2 Debut bonus
- 3 One-time Reinforcement
- 4 Ideology
- 5 Adaptation
- 6 Abilities and Technologies

FACTION CARDS

Each turn, in addition to resolving an Action and any number of Free actions, players may play ONE Faction card as either:

- A Faction of the Alliance
- A True Major Ideology
- A One-time Reinforcement
- An Adaptation

As a Faction of the Alliance (maximum of 3, including the Faction chosen during setup):

- Players play a Faction card below their board into the depicted place.
- Players gain the Debut bonus and resolve any immediate effects of the played card.
- Players gain the Faction card's abilities and are able to use Faction card's Adaptation to **COLONIZE** planets of the matching type for the rest of the game.

Once a Faction card is played to an Alliance, it may not be replaced or discarded.

Ideology of the Faction card is important when determining the Major Ideology of the Alliance. At the end of the game players will gain 🌟 for their Major Ideology – Ideology shared by the most of the cards in their Alliance. If there is a tie, Player has no Major Ideology.

As a True Major Ideology:

Once per game, a player may override their Major Ideology with a True Major Ideology.

- Players play a Faction card next to their Player board into the depicted place and slide it beneath the board, so only the Ideology section remains visible (as shown at the image below).
- All other effects of that card are ignored.
- The Ideology of this card becomes the player's Major Ideology, regardless of the Ideologies of the other Factions in their Alliance (see the Example below).

As a One-time Reinforcement:

Players play a card to gain the One-time Reinforcement and then discard the card.

As an Adaptation:

Players play a card with an Adaptation matching the chosen planet type when resolving the **COLONIZE** action and then discard the card (**COLONIZE** action is described on pg. 13).




Example:

Jan has 2 Factions with 🌟 and 1 Faction with 🌟 in his Alliance. He plays 1 card next to his Player board and slides it beneath it. From now on *Jan's* Major Ideology is 🌟. All other effects of the played card are ignored.





ACTIONS IN DETAIL

EXPLORE

Cost: 1 .

Players may only resolve this action if they have at least 1 .






To resolve the **EXPLORE** action:

- Place an Action disc on a space in the **EXPLORE** section of the Main board. There may be any number of Action discs stacked on the  space.
- Spend 1 .
- Reveal any reachable , gain the depicted resources, and discard the .

Action discs placed on the Main board for **EXPLORE** are returned to the common supply at the end of the round.




Example:


Matthias wants to **EXPLORE**. He places his Action disc on a space in the **EXPLORE** section of the Main board and spends 1 . Then he reveals a , gains the depicted 3 , and 2 . Finally, he discards the .

TRADE

Cost: indicated on the Trade cards.



To resolve the **TRADE** action:

- Place an Action disc on an empty space on a chosen Trade card. If there are no available spaces on the Trade card, the card may not be chosen. There may be any number of Action discs stacked on the  space.
- Spend the indicated resources to gain the indicated resources. You may resolve only 1 exchange per **TRADE** action (even if a card shows multiple available options).. If a player does not have enough resources, they may not place an Action disc on an empty space to block it.

This action is used to exchange resources. Filling up all the  spaces on a Trade card triggers a Golden Age (described in detail on pg. 16).



Example:

Jan wants to **TRADE**. He places his Action disc on the **Lore Exchange** Trade card, then spends 3  to gain 2 .

RESEARCH

Cost: : 3 / 1 : 3 and 1 / 2

Available Technologies:

At the beginning of the game, each player has only 3 Technologies available: **Terraforming**, **Warp Drive**, and **Laser Weapon**.

The mid-row and top-row Technologies are only available once the path is unlocked.

The top-row Technologies only require one mid-row Technology prerequisite of its path to be unlocked.

For example, if you have Researched **Plasma Weapon**, both **Xenology** and **Antimatter Missile** become available.

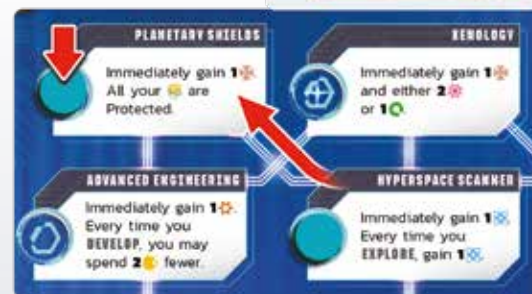
To resolve the **RESEARCH** action:

- Place an Action disc on an empty space of an Available Technology on the Player board or on a Faction card from your Alliance.
- Spend resources.
- Resolve the immediate effects (if any) of the Researched Technology.

Some Faction cards have unique Technologies. These are always .

Example 1:

Jan wants to **RESEARCH** the **Planetary Shields** since he has already Researched **Hyperspace Scanner**. He places his Action disc on the empty space of the **Planetary Shields** Technology on his Player board. Then he spends 3 and 1 .







Example 2: **Hanna** wants to **RESEARCH** the **Deep Space Telescope** from the **Voicavus** card from her Alliance. She places her Action disc on the empty space on the Faction card and spends 3 and 1 .





MANUFACTURE

Cost: 2  for each  manufactured.

To resolve the **MANUFACTURE** action:




- Place an Action disc on a space in the **MANUFACTURE** section of the Main board. There may be any number of Action discs stacked on the  space.
- Spend any amount of  to gain 1  for every 2  spent.

Each player may have up to 5  in their supply at the same time.

The **MANUFACTURE** action is the main source of , which are used for the **EXPLORE** action and during the **War phase**.







Example:



Jan wants to **MANUFACTURE 2** . He places his Action disc on a space in the **MANUFACTURE** section of the Main board, pays 4 , and gains 2  from the common supply.

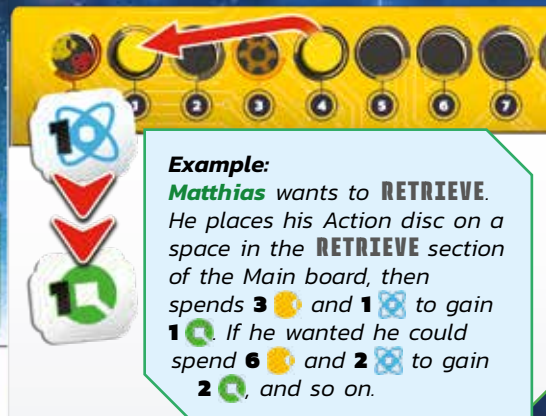
RETRIEVE

Cost: 3  and 1  for each  retrieved.







To resolve the **RETRIEVE** action:

- Place an Action disc on a space in the **RETRIEVE** section of the Main board. There may be any number of Action discs stacked on the  space.
- Spend 3  and 1  any number of times, to gain 1  each time.

Each  is worth 1  at the end of the game.





Example:

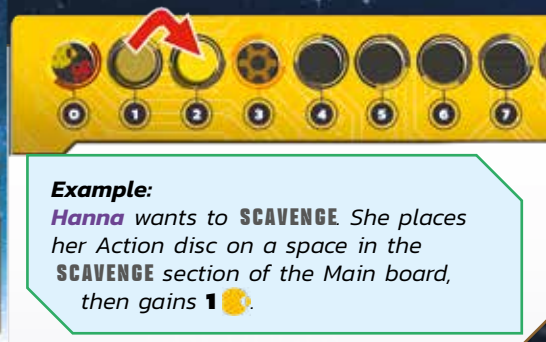
Matthias wants to **RETRIEVE**. He places his Action disc on a space in the **RETRIEVE** section of the Main board, then spends 3  and 1  to gain 1 . If he wanted he could spend 6  and 2  to gain 2 , and so on.

SCAVENGE


Cost: None.

To resolve the **SCAVENGE** action:

- Place an Action disc on a space in the **SCAVENGE** section of the Main board. There may be any number of Action discs stacked on the  space.
- Gain 1 .



Example:

Hanna wants to **SCAVENGE**. She places her Action disc on a space in the **SCAVENGE** section of the Main board, then gains 1 .

COLONIZE

Cost: equal to the number of owned by the player before this action.

Players may Colonize a planet if it is:

- Reachable (explained below).
- Empty – there is no Action disc or present.
- Matching their Adaptation (explained to the right).

To resolve the **COLONIZE** action:

- Spend equal to the number of they have.
- Place an Action disc on the chosen planet.
- Gain the depicted resources.

Reachable

All game elements on the System card with the Galactic Fleet marker () and on cards to its left are **Reachable**. Game elements to the right of the Galactic Fleet marker () are unreachable, unless the player has researched the **Warp Drive** Technology.



Adaptation

A player may only **COLONIZE** a planet if:

- Its type matches the Adaptation of any Faction in the Player's Alliance.

OR

- The player plays a Faction card with an Adaptation that matches the planet type.

OR

- The player has a Faction ability or Technology providing an Adaptation matching the type of the planet (planets may only be Colonized by players who have Researched the **Terraforming** Technology).

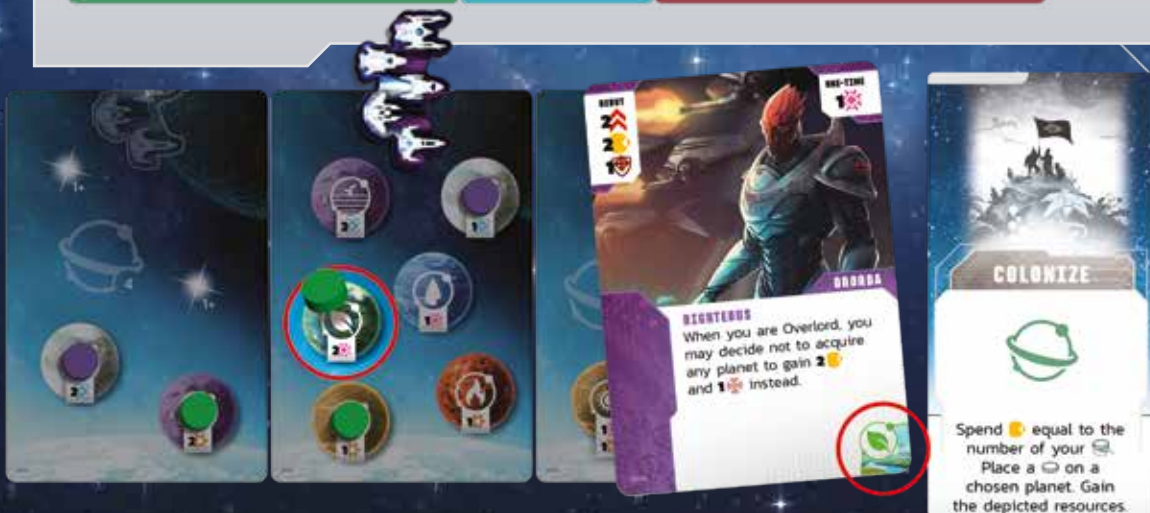
Example:

Matthias wants to **COLONIZE** the circled planet. He checks the requirements:

- The planet is reachable, as it is not on the systems beyond the Galactic Fleet marker (.
- There are no Action discs or on it.
- Its type () matches the Adaptation of one of **Matthias'** Factions in his Alliance.

All the requirements are met, so the planet may be Colonized.

Matthias spends 2 (he already has 2 Colonized planets), places his Action disc on the planet, and gains 2 as a reward.



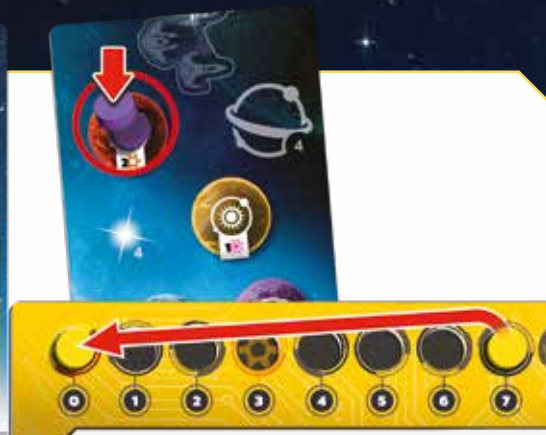
DEVELOP

Cost: 7 ☼.

To resolve the **DEVELOP** action:

- Spend 7 ☼.
- Place an Action disc on the chosen **Colonized** planet.
- Gain 1 🌸.
- Gain either 1 🌸 / 1 ☼ and 1 ⚙️.

Developed planets provide 2 ⚙️ at the end of the game. Additionally, to resolve the **NOMINATE** action, players must have at least 1 Developed planet.



Example:

Hanna wants to **DEVELOP** the circled Colonized planet above. She pays 7 ☼ and places her Action disc on the planet.

NOMINATE

Cost: 3 🌸.

Players may only resolve this action if they have at least 1 🌐.

To resolve the **NOMINATE** action:

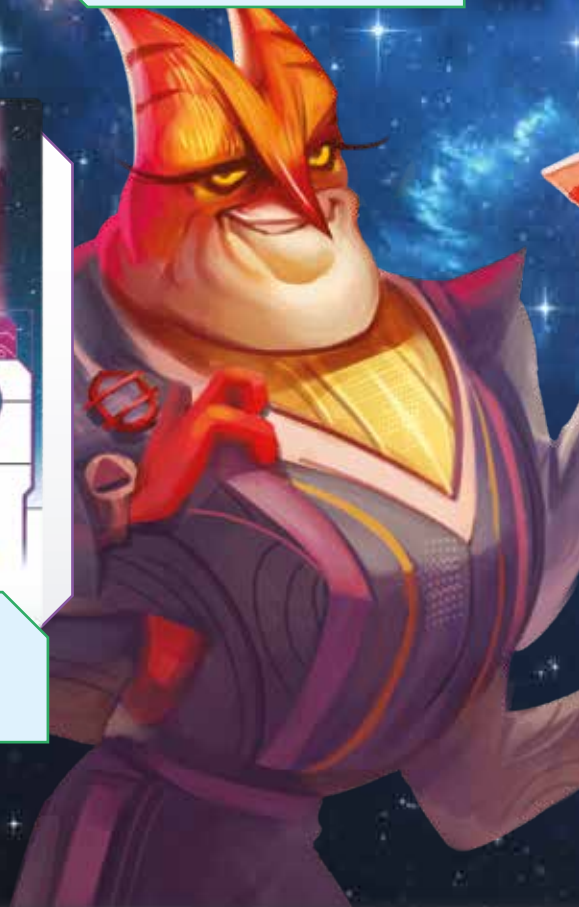
- Place an Action disc on an empty space in the **NOMINATE** section of the Main board.
- Spend 3 🌸.
- Gain the amount of 🌸 indicated below the space.

Action discs placed in the **NOMINATE** action remain there until the end of the game.



Example:














Hanna wants to **NOMINATE**. She places her Action disc on an empty space in the **NOMINATE** action, then spends 3 🌸 to gain 4 🌸.



WAR PHASE



This phase is skipped in round 1.

1. Players compare the number of 🏹 in their supply (those on System cards do not count).
2. Players gain rewards according to the table on the right. The player with the most 🏹 is considered the Overlord.
3. If tied, the player with more 🛡️ wins the tie. If the tie remains, all the tied players gain the rewards.
4. If there is only one Overlord, the Overlord may acquire a reachable, Unprotected planet (explained in detail on the right). They remove all discs from the chosen planet (if any) and place a 🏹 from their supply on it.
5. At the end of the **War phase**, every player discards 🏹 from their supply down to the number of their 🛡️.

Number of players	Overlord	Second place	Third place	Fourth place
2	1  1 	-		
3	2  1 	1 	-	
4	3  1 	1  1 	1 	-

Protected planets

Protected planets may not be acquired by the Overlord during the **War phase**.

- A  is always Protected.
- If a player has a number of  in their supply equal to or higher than the number of their Colonized and Developed planets, all their planets are Protected. Otherwise, they are Unprotected.
- Some Technologies and Faction abilities in players' Alliances provide Protection over certain planets.

All other planets are considered Unprotected.

Example:

In a 3-player game **Matthias** has 4 , so he becomes the Overlord. He gains 2  and 1 . **Hanna** has 2  so she gains 1 . **Jan** has 1 , so he does not gain anything. Then **Matthias** may choose to acquire a reachable Unprotected planet. **Hanna** has more than 2 planets, but she only has 2 , so all her planets are Unprotected. **Matthias** decides to acquire her . **Hanna's** Action discs from this planet are returned to the common supply. Then **Matthias** places 1 of his  on the planet. **Matthias** does not gain the 1  but he does prevent **Hanna** from earning  for this planet. Then all players discard  down equal to their . **Matthias** only has 1 , so he must discard 2  and keeps 1.



GAMEPLAY

GALACTIC PHASE

The **Galactic phase** is skipped in the last round.

1. Move the Galactic Fleet marker (🚀) to the next System card to the right. Then, reveal the next face-down System card (if possible) and place Exploration and Planet tokens on the appropriate spaces according to player count (if needed).
2. Move all the Action discs from the **MANUFACTURE**, **RETRIEVE**, and **SCAVENGE** Action spaces to the spaces on the corresponding Trade cards (if there are no more empty spaces, simply place them on the Trade card). If any Trade card's spaces are completely filled, a Golden Age will occur.
3. Move all the Action discs from the **EXPLORE** Action space back to the common supply.
4. Determine a new player order as follows: the player with the highest 🚀 goes first, second most goes second, etc. If tied, the player with their disc on top goes first. Players take the corresponding Turn Order tokens.
5. Check if a Golden Age occurs. If not, proceed to the **Production phase** of the next round.



All spaces on the **Lore Exchange** Trade card are filled so a Golden Age occurs.

Golden Age

- All the Action discs (including those that exceeded the slots) from fully filled Trade cards are returned to their owners.
- Each player may keep up to 3 of the returned discs to use for the next round. The rest are returned to the common supply.
- Flip over filled Trade cards. The other side has an ⋮ Action space, so these Trade cards will not trigger a Golden Age again.

As a result of a Golden Age, some players may have more than 3 Action discs in the next round.



GAME END AND SCORING

After the **War phase**, if the Galactic Fleet marker (🚢) is on the rightmost System card, the game ends. The **Galactic phase** is skipped.

Players sum up their 🌟 for:

Prestige	1🌟 for each 🏆.
Major Ideology	<p>🔬: 1🌟 for each Researched 🔬.</p> <p>🛡️: 1🌟 for every 4🏆 (rounded down).</p> <p>🏠: 1🌟 for each 🏠 +1🌟 for every 2🛡️ (rounded down).</p> <p>🍷: 1🌟 for each 🍷.</p> <p>🌱: 1🌟 for every 2🌱 (rounded down).</p> <p>If a player has no Major Ideology, they do not score any 🌟 for Ideologies.</p>
Galaxy	<p>1🌟 for each 🌌.</p> <p>2🌟 for each 🌌.</p> <p>🏠 provide no 🌟.</p>
Relics	1🌟 for each 🗝️.
Faction scorings	Some Factions may also have special scoring conditions for 🌟 at the end of the game.

The player with the most 🌟 is the winner. If tied, the player with the higher 🏆 wins the tie. If the tie remains, the player with the disc on top wins the tie.

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Faction drafting

Each player is dealt a hand of 7 Faction cards. Each player chooses a card and places it face down in front of them. Players then pass the remaining unchosen cards to their left. This is repeated 6 times, until each player has chosen 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 placed face up. During the Galaxy phase you do not reveal additional System cards.

Standard Solo Variant

The Solo variant simulates a 2-player game. Try to gain as many 🌟 as possible.

Setup changes:

1. Set up a 2-player game as normal.
2. Select a color for your Virtual Opponent. Give them **2** 🗡️ and all the Action discs of their color.
3. Place the remaining Faction cards in a deck.

Rule changes:

The Virtual Opponent does not score 🌟 nor gain resources in the usual ways (unless any of the effects below cause them to).

End of the Action phase:

After you have taken all your actions, reveal a Faction card and resolve the following:

- The Virtual Opponent **COLONIZES** the leftmost Planet with a type matching the Adaptation of the drawn card (if possible).
- The Virtual Opponent resolves an effect according to the Ideology of the revealed card (shown to the right).

Repeat until you resolve 2 cards.

Revealed Ideology effects:



The Virtual Opponent gains **1** 🗡️ (max. **5** 🗡️).



The Virtual Opponent acquires **2** 🌟. Then, if it has more than **2** 🌟, it spends **3** 🌟 to resolve the **NOMINATE** action.



If you have more 🗡️ than 🛡️, you lose **1** 🗡️.



The Virtual Opponent acquires the leftmost planet with an Action disc and gains **1** 🌟.



Remove the leftmost 🌌.

War phase:

Resolve as usual. The Virtual Opponent is considered to have all 9 Technologies and **4** 🛡️.

The Virtual Opponent protects its planets as normal if it has enough 🗡️.

If the Virtual Opponent acquires a planet during the War phase, it only acquires one of your Unprotected planets, chosen by you, using **1** of its 🗡️ as normal. If all your planets are Protected, the Virtual Opponent does not acquire any planet.

End of the game:

The game ends as normal. Sum up your 🌟. Next time, try to beat your own score!

Advanced Solo Variant



The Advanced Solo Variant is played based on Scenarios. All the Setup and Game changes, as well as the Victory Conditions, are listed on the Scenario sheets.

TECHNOLOGIES

Terraforming

Immediately gain 1 . You may COLONIZE .


Advanced Engineering (*Terraforming* required)

Immediately gain 1 . Every time you DEVELOP, you may spend 2  fewer total.



Planetary Shields (*Advanced Engineering* or *Hyperspace Scanner* required)

Immediately gain 1 . All your  are Protected.

Warp Drive

All Planets and Exploration tokens 1 card ahead of the Galactic Fleet marker () are reachable for you.

Hyperspace Scanner (*Warp Drive* required)

Immediately gain 1 . Every time you EXPLORE, gain 1 .



Xenology (*Advanced Engineering* or *Hyperspace Scanner* or *Plasma Weapon* required)

Immediately gain 1  and either 2  or 1 .

Laser Weapon

Immediately gain 1 .




Plasma Weapon (*Laser Weapon* required)

Immediately gain 1  and 1 .



Antimatter Missile (*Hyperspace Scanner* or *Plasma Weapon* required)

Immediately gain 2 .

Water Dome Shield (*Legarchaea Technology*)

Immediately gain 1 . All your  and  are Protected.



Energy Shields (*Psykrion Technology*)

Immediately gain 1 . At the end of the War phase keep 2 additional .

Nanoconstruct (*Tekhlifa Technology*)

Every time you COLONIZE or DEVELOP, spend 3  fewer total.



Dark Matter Power (*Tekhlifa Technology*)

Immediately gain 2  and 2 .





Quantum Physics (*Zephron Technology*)

Immediately gain 3  and 2 .



Deep Space Telescope (*Voicavus Technology*)

Immediately gain 2 . Place 2  on this card. They may only be EXPLORED by you.




Ocean Ecology (*Mersoma Technology*)

Immediately gain 1  for every  and  you have. If you acquire any more planets of these types, you do not gain more .



Cloaking Cruiser (*Shrynix Technology*)

Immediately gain 1 . All other players immediately lose 2  (if possible).

Bioship Factories (*Z-Qhik'eox Technology*)

Immediately gain 3 . Every time you MANUFACTURE, spend 1  fewer for each .




Ion Cannon (*Us'ud Technology*)

Immediately gain 2  and 1 .





AI Complex (*Kratox'7 Technology*)

Every time you DEVELOP, gain 2  and 1 .

Galactic Protocol (*Jamareih Technology*)

Immediately gain 1 , 1 , and 1 .


Galactic Network (*Jamareih Technology*, *Galactic Protocol* required)

At the end of the game, gain 1  for each  and 2  for each .





Subspace Sensor (*Rt182' Technology*)

Immediately gain 1 . Every time you EXPLORE, gain 1  and 1 .





Credit – a resource used in **COLONIZE**, **DEVELOP**, **MANUFACTURE**, **RESEARCH** and **RETRIEVE** actions. Players may never have more than **12** .




Productivity – indicates how many  you gain every **Production phase**. Players may never have more than **12** . Any time during a player's turn, they may spend **2**  to gain **1**  (any number of times).





Strength – determines the number of  (Cruisers) a player may keep at the end of the **War phase**. It is also used as a tiebreaker during the **War phase**. Players may never have more than **12** .





Cruiser – a resource used in the **EXPLORE** action and during the War phase. A player may have up to **5**  in their supply at once. When a player gains a Cruiser, they take a Cruiser of their color from the common supply.




Innovation – a resource used in **RESEARCH** and **RETRIEVE** actions. Any time during a player's turn, they may spend **1**  to gain **1**  (any number of times).



Influence – a resource used in **NOMINATE** and **TRADE** actions. Any time during a player's turn, they may spend **1**  to gain **1**  (any number of times).



Prestige – each Prestige is worth **1**  (Victory Point). Each time a player gains **1** or more Prestige, they move their marker on the Prestige track. If they exceed 20, they place a "20+/40+" token on a designated space next to the Prestige track with 20+ face up. Then place their Prestige marker back at the space 0. If they exceed 40, they flip the token and place the marker again at the space 0.



Victory Point – the player with the most Victory Points at the end of the game wins.



Relic – each Relic is worth **1** .



Basic Technology – an ability that may be unlocked by the **RESEARCH** action.




Advanced Technology – an advanced ability with a higher cost that may be unlocked by the **RESEARCH** action.




Free action – this action may be resolved any number of times and at any time during each of your turns.



Colonized planet – each Colonized planet is worth **1** .



Developed planet – each Developed planet is worth **2** .



Conquered planet – the original owner does not control it anymore.































Planet – based on the number of players, cover it with a random face-up Planet token.



Exploration point/token – when revealing a new System card (during Setup or the Galactic phase), based on the number of players, cover it with a random face-down Exploration token. These tokens are reachable by the **EXPLORE** action.

VICTORY POINTS

Prestige	1  for each  .
Major Ideology	 : 1  for each Researched   : 1  for every 4  (rounded down).  : 1  for each  + 1  for every 2  (rounded down).  : 1  for each   : 1  for every 2  (rounded down). If a player has no Major Ideology, they do not score any  for Ideologies.
Galaxy	1  for each  2  for each   provide no  .
Relics	1  for each  .
Faction scorings	Some Factions may also have special scoring conditions at the end of the game.