

Galactic Emperor

Rules of Play

Game Summary

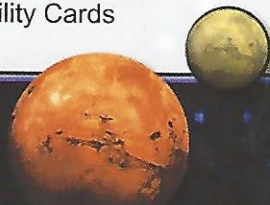
Galactic Emperor is a fast paced empire-building game of exploration, conflict and struggle for dominance. The last Galactic Emperor has met with a sudden and quite fatal accident. Now there is a power vacuum in the galaxy, and you're one of the Planetary Dukes who wants to fill it. Each player controls a space sector with a home planet, and for a time, shares the power of the galactic throne. During the fight for control, the central Omega Sun is heading toward collapse... a cataclysm that will only accelerate the chaos!

The game plays over several rounds, and within each round, the roles players choose determine what happens next. There are 7 different types of roles: Explorer, Merchant, Steward, Engineer, Warlord, Regent, and Scientist. All players get a turn to act during each role. Players discover planets, gain resources, build ships, and attack space fleets in a desperate effort to grind foes into cosmic dust!

The player with the most victory points at the end of the game wins, becoming the ultimate Galactic Emperor!


Components


1	Galaxy Board	48	Fighters
66	1, 3, and 5 value Victory Chits (dark blue)	24	Cruisers
70	1 and 5 value Galactic Mark Chits (silver and gold)	12	Dreadnoughts
40	Food Resource Cubes (green)	12	Technology Cards (Robotics, etc.)
36	Metal Resource Cubes (blue)	1	Direction Card
18	Energy Resource Cubes (yellow)	7	Role Cards (Merchant, etc.)
38	Sector Tiles	1	Throne Card
66	Empire Tokens	6	Ship Reference Cards
6	Home Starbase Tokens	6	Storage Facility Cards



Set Up

Place the Galaxy Board in the center of the table. Each player chooses a color, then takes all ships, a reference card and the large Home Starbase token matching that color. In addition, each player also takes the appropriate number of matching Empire tokens:

	Players	Empire Tokens
	3	11
	4	10
	5	9
	6	8



Put the rest of the tokens back in the box. A token's solid-color side is called an Empire, the symbol side is called a Starbase. A planet sector is controlled by you if you have an Empire or Starbase on it.

Find the home sectors matching each player's color and the Omega Sun tile and place them on the board. The graphic on the next page shows the layout of 3, 4, 5 and 6 player games.

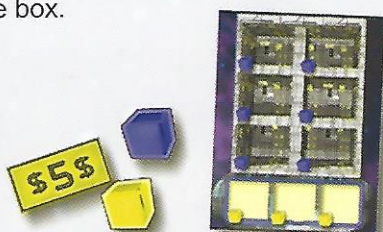
Each player places one Fighter and their Home Starbase token on their home sector tile.

Find the Black Hole sector and set it aside. Separate the sector tiles into a plain pile and an atomic symbol pile –including the unused home sector tiles. Shuffle both piles of sectors and put them in two face down stacks. Put the Black Hole tile face down on top of the atomic stack. Put the plain stack on top of the atomic stack, and place the resulting large stack near the board. Finally, turn up one sector tile for each person playing, plus 1 more, for all to see (e.g. if 4 people are playing, turn up 5 sector tiles).



Place the Technology Cards face up near the game board. These are available for all players to inspect during the game and can be purchased during the Scientist role.

Place the Role Cards, Galactic Marks, Resources and Victory Points on their labeled pools on the board. The role card with Explorer on one side and Warlord on the other starts with the Explorer side up. The appropriate amount of victory points is shown below. Place the chits face up for all to see and put the rest back in the box.

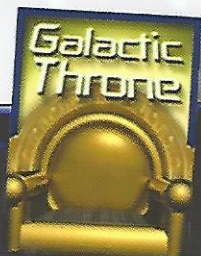


Players	Victory Points
3	115
4	130
5	145
6	160



Each player takes 5 marks, 1 blue metal and 1 yellow energy resource cube from the pools to use as their starting reserve. Each player takes a Storage Facility card. A player's metal and energy cubes are always placed on a Storage Facility card. It can hold 3 energy and 6 metal resource cubes.

Randomly distribute the Throne Card to one of the players. Go with the highest die roll or the person who brought the best snacks.



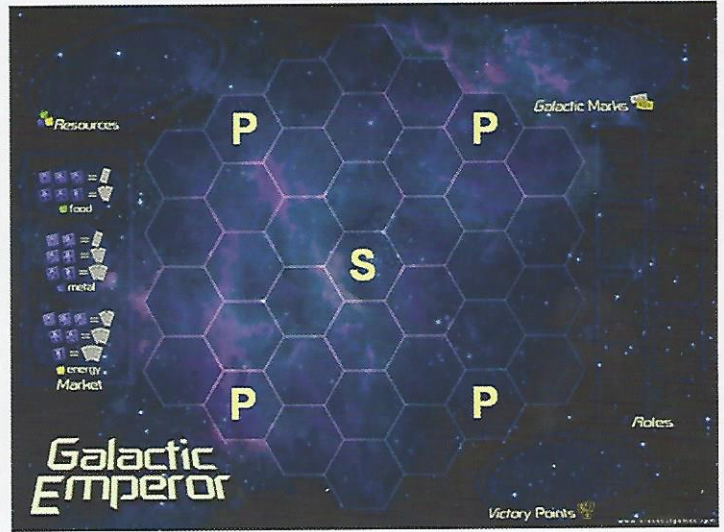
The Galaxy Board Layouts

The 'P' indicates a player's home sector. The center 'S' is Sun Sector Omega.

3 Player Layout



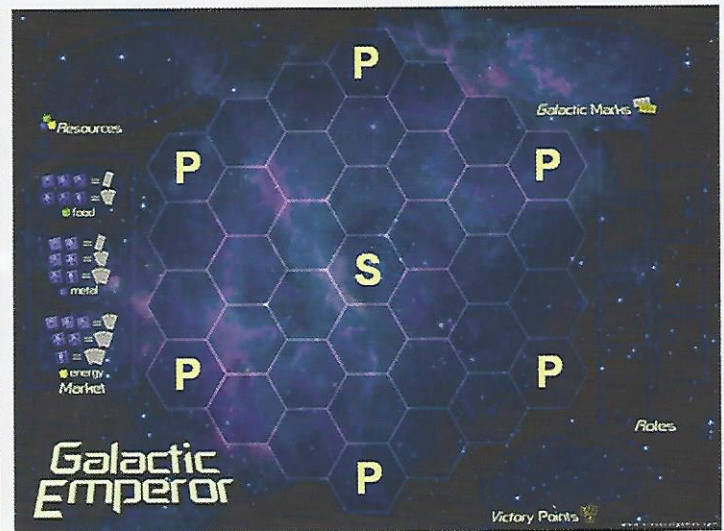
4 Player Layout



5 Player Layout



6 Player Layout





Rounds and Turns

Beginning the Game On the first round of the game only, hand out the Throne card randomly.

Example In a 3-player game, Player 1 holds the Throne card. He points the Direction card clockwise (imagine the table being viewed from above).

Player 1 chooses the Merchant role and acts. After that, the remaining players in clockwise order act according to the rules for the Merchant role.

Now it's time for Player 2 to choose a role, because he's next to Player 1 in clockwise direction. Player 2 chooses the Steward role and acts. From his spot, the remaining players in clockwise order act according to the rules for the Steward role (Player 1 will go last).

Finally, Player 3 chooses the Warlord role and acts. Then the remaining players in clockwise order act according to the rules for the Warlord role.

The round is over. Because no one chose the Explorer role, another sector tile is turned face up. The chosen roles are put back in the pool and everyone takes 2 marks from the bank.

Since no one chose the Regent role, Player 1 still has the Throne card. He keeps the Direction card and points it whichever direction he wants. Then a new round begins.



To Begin the Round, the Player holding the Throne Card takes the Direction card and points it to the left or right. Players will each take their turn going around the table in the indicated direction (either clockwise or counter-clockwise). The Throne holder then chooses a role.

Choosing a Role begins a sequence of turns. Only the choosing player receives a Special Ability bonus on his turn. Everyone will take an action allowed for that role, going around the table in the direction indicated by the Throne holder. For example, if someone chooses the Scientist role, he may buy a technology first, then the next player may buy, and so on around the table. The different roles are explained on the following pages.

After everyone acts on a role, the next player chooses one of the remaining roles and the process repeats, with the new chooser going first.

Ending the Round happens when the last player chooses a role and everyone finishes taking a turn for that role. Then the following occurs:

1. If the Explorer role was not chosen, turn up 1 more sector tile.
2. Put all chosen roles back in the pool.
3. Each player receives 2 marks from the bank.
4. Pass the Direction card to the player who now holds the Throne card.

A new round begins and play continues.

The Game is Over when a player:

- places his last Empire token to establish control of a planet sector
OR
- takes the last Victory Point chit from the pool

Always play to the end of the role – so every player finishes taking a turn for that role.

Final Victory Count. If the game ends during Warlord or Explorer, take a final victory count – each player is awarded 1 victory point for each planet he controls. Some sectors have 2 planets. *If the game ends during Regent*, do not take a final victory count – a victory count is already part of the Regent role.

Wealthy Lord Bonuses. All players with full Storage facilities (i.e. 6 metal, 3 energy) receive 1 victory point. Also, the player with the most marks receives 2 victory points. In the case of a tie, each receives 1 victory point.

Even if the Victory Point chits are depleted, players always receive their deserved victory points! Use additional Victory Point chits from the box if necessary.

The player with the most victory points wins! All other players must respectfully say to the winner in unison: *"All Hail the Great Galactic Emperor!"* The Emperor also sits back and does nothing as the other players pack away the game.

In the rare event that 2 players are tied in victory points? Time for a Galactic Showdown ending – the entire remaining space fleets of both players are moved to a neutral sector to battle. If more than 2 players tie, the 2 players with the most controlled sectors battle. Two space fleets sail in, one space fleet sails out!

Roles

At the beginning of the game, there are 7 roles, and therefore, 7 types of turns: Explorer, Merchant, Steward, Engineer, Warlord, Regent, and Scientist.

Explorer:	Find new planets in sectors of the galaxy
Merchant:	Harvest food, buy and sell resources, fund Steward production
Steward:	Produce metal and energy resources
Engineer:	Build space ships
Warlord:	Go to war with deadly space fleets
Regent:	Scheme politically and assess victory points
Scientist:	Buy technology cards

Two roles change during play. When the Explorer role is finished, it is flipped over to become a second Warlord role. Also, the Scientist role is removed from the game when the Omega Sun explodes.

Who's Winning? Players keep their victory point totals secret during the game. Every other player possession – resources, marks, ships, etc. – must be in clear view.

Explorer

Place
Sector Tiles

Special Ability
Claim Sector,
Place Extras

Page
6

Steward

Generate
Resources

Special Ability
One Free
Resource

Page
7

Merchant

Buy and Sell
Resources

Special Ability
Set Market,
Get 3 Marks

Page
7

Engineer

Build Ships

Special Ability
One Free
Fighter

Page
8

Regent

Influence
Empires

Special Ability
Place Influence
Last

Page
10

Warlord

Move and
Attack

Special Ability
+1 Attack
Dice

Page
8-9

Scientist

Buy One
Technology

Special Ability
Cost 1 Energy
Less

Page
11

Explorer Role

Strategy Usually, sector tiles with valuable resources are placed near your home sector if possible. "Bad" sectors like no-planet tiles are often placed close to enemy strongholds to inhibit opponents.

Strategy Don't always pass over food sectors to select metal or energy sectors. Food is less valuable, but it always harvests and helps produce metal and energy.

More Galaxy If Explorer is not chosen during a round, another sector tile is turned up. The Chooser's special ability to place leftover tiles becomes even better.

Game Over? During the Explorer role, you may place your last Empire token. If so, the game will end when the Explorer role is completed and a final Victory Count is done (see *The Game Is Over* section on page 4).

Each sector tile represents a section of the galaxy. Sector tiles have one or two planets, empty space, or possibly a sun or black hole. Sector tiles with 2 planets or lots of resources are the most coveted.

Place a Sector Tile. In directional order, each player selects and places a sector tile on the board in an empty space.

You can put sector tiles in empty spaces with ships – the ships are placed on top of the tile. However, the ship owning player cannot claim the sector tile yet with an Empire (see the Warlord Role on page 8).

Chooser's Special Ability: *The Chooser may use an Empire token to immediately claim the first sector he selects – provided that the sector is not placed under enemy ships. The Chooser also places all leftover turned-up sector tiles after everyone has chosen 1 tile.*

Turn Up the Next Tile Set. After all of the tiles are placed, turn over a number of sector tiles equal to the number of players, plus 1 more. These remain face up so players may anticipate what will be available the next time the Explorer role is chosen.

Late in the game, you may lack enough sector tiles to turn face up. Just turn up the remaining sector tiles (some players will not get one). *When all of the sector tiles are on the galaxy board, flip the Explorer role over – it is now a Warlord role.* For the remainder of the game there will be two Warlord roles to choose.

Omega Explosion and the Black Hole During the game, the unique Black Hole sector tile will be turned up. The player who chooses the Black Hole must swap the central Omega Sun sector tile with the Black Hole.

The Omega Sun explodes, collapsing into a Black Hole! Scientists are banished from the galaxy because those incompetent poindexters failed to foresee the calamity.

Placing the Black Hole has these immediate effects:

Remove the Scientist role from the game. No more technologies can be purchased for the rest of the game.

The Black Hole is a warp gateway. If you move ships into it and end the Warlord role there, the ships may warp – move anywhere in the galaxy except Home or Sun sectors – on your *next* Warlord turn (see the *Warlord Role* on page 8).



Merchant Role

Players harvest food and fund resource production during this role. Players can also buy and sell resources with galactic marks (money). It's important to acquire the right mix of marks and resources for other roles in the near future:

Galactic Marks buy ships (Engineer) and political influence (Regent).

Food Resources fund metal and energy production (Steward).

Metal Resources buy ships (Engineer).

Energy Resources buy ships (Engineer) and technology (Scientist).

Chooser's Special Ability: *The Chooser receives 3 marks from the bank. He then sets the current price for each resource by rolling 4 dice. The Chooser discards one of the dice and assigns the remaining 3 dice to the market spaces on the board – the lowest to food, the middle to metal, and the highest to energy.*

After the Chooser sets up the market prices, each player does the following:



Harvest Food. From your controlled sectors, you harvest the amount of food shown. Count the number of food your sectors produce and take that number of green food cubes from the pool. You may also collect food cubes placed during a previous Merchant role on sectors you control.

Buy and Sell. You may buy and sell resources as much as you want. Sold resources are returned to the pool. Purchased metal and energy resources are placed in your Storage Facility. You can never exceed the capacity of your facility – 6 metal and 3 energy.

Fund Metal/Energy Production. You may put food cubes on your controlled sectors that generate metal/energy. Metal/Energy sectors can hold a maximum of 2 food cubes (see the Steward Role below for details on production). After funding your production, any excess food must be sold for the current market price. Sold food cubes are returned to the pool.

Example Bill picks Merchant and takes 3 marks from the bank. Next, he rolls 4 dice getting a 3, 4, 6 and 6. He discards a 6, and puts 3 on food, 4 on metal and 6 on energy. Bill harvests from his 1 food sector. He then buys 1 additional food for funding his resource production and sells 3 metal. He then puts the 2 food on his two metal producing sectors.

Controlled Sectors A planet sector is controlled by you if you have an Empire or Starbase on it.

Strategy If you put 2 food resources on a sector, that sector can generate metal and energy on the next two Steward roles.

Steward Role

Controlled sectors with metal and energy can provide those resources if they've been funded (see the *Merchant Role* above).

Chooser's Special Ability: *The player who picks the Steward role gains one metal or energy resource for free at the start of his turn. The resource is immediately placed in the player's Storage Facility, but cannot exceed capacity – 6 metal and 3 energy.*

Produce Metal and Energy. You may remove 1 food cube from each controlled sector to produce the metal and/or energy shown. You cannot remove more than 1 food per sector. Take the number of blue metal cubes and yellow energy cubes shown on the sector from the pool and place them in your Storage Facility. You can never exceed the capacity of your facility – 6 metal and 3 energy.

Back in the Pool Food removed for production always goes back into the pool. Any generated excess metal or energy – resources that exceed the capacity of your facility – is also discarded to the pool.



Engineer Role

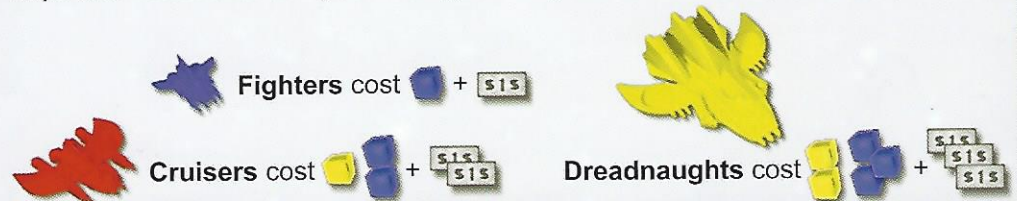
Space Dock A solid-color Empire may be upgraded (flipped) to a symbol-showing Starbase during the Regent role (see the *Regent Role* on page 10). Starbases have several advantages, including the ability to deploy ships during the Engineer role. You always have at least 1 Starbase in your home sector, which cannot be attacked.

No Limits You can place as many ships as you like on a single sector tile.

Players build space ships bristling with firepower. Fighters are good, Cruisers are better, and Dreadnoughts are pure nasty. You can build as many as you can afford, except your total force cannot exceed your reserve of 8 Fighters, 4 Cruisers, and 2 Dreadnoughts.

Chooser's Special Ability: *The player who picks the Engineer role receives a free Fighter if one is available in the player's reserve. This Fighter is immediately deployed to any of the player's Starbases.*

Buy and Deploy Ships. Purchased ships are deployed on any sector tile where you have a Starbase. You cannot deploy ships to an Empire. You pay for your ships with resources from your Storage Facility and marks from your supply.



Warlord Role

Home Sweet Home You cannot move into or attack an enemy home sector tile.

No Planets = No Control Sector tiles that lack planets cannot be controlled with an Empire or Starbase.

Game Over? During the Warlord role, you may deplete the pool of Victory Point chits. If so, the game will end when the Warlord role is completed – other players may still receive victory points they earn during the role. Also, the game will end if all of your Empire tokens are in play at the end of the Warlord role. If the game ends, a final Victory Count is done (see *The Game Is Over* section on page 4).

Burnt Bridge If you warp move ships into combat, you cannot retreat. Win or die.

Players move their space ships to claim sector tiles with valuable planets and resources. If enemy units are in the way, it's time for combat. If an unclaimed planet sector tile is under your ships, you may immediately claim the sector with one of your Empire tokens.

Moving. Players may move any of their space ships, in any order. Ships can move into empty spaces (with no sector tile) and sector tiles. Ships can skip over Suns when moving – they do not count as a space.

Fighters move up to 2 spaces.

Cruisers move up to 2 spaces.

Dreadnoughts move 1 space.

Empires and **Starbases** cannot move.

When you move ships onto an unprotected sector tile with at least 1 planet, put one of your Empire tokens there to claim it. The ships may continue to move.

Ships stop when you move them to a space with enemy forces. Those ships cannot move further. Combat must be resolved before the end of your turn.

Warp Move/Attack. The Black Hole has unique movement rules when it appears, providing a warp point to anywhere in the galaxy. Ships may move off or through the Black Hole normally. However, if you move ships into it and end the Warlord role there, the ships may warp – move anywhere in the galaxy except Home or Sun sectors – on your next Warlord turn. All warping ships must go to the same destination, and they may not move further that turn.

If your ships warp move directly into combat, *they immediately get one free attack!* The defender does not return fire, but still chooses which units are hit. After this surprise attack, combat begins normally.

(Continued on the next page)

Warlord Role (continued)

Firing. Fighter ships hit on result 5-6 on a 6 sided die. All other units hit on result 4-6.

Chooser's Special Ability: *The player who picks the Warlord role gains an extra die for one ship during each battle. The ship that gets the bonus can change on subsequent attacks (before phase 1). The Chooser does not get the bonus die when defending.*

Battles are resolved in 3 phases. If the attacker and defender both have units firing in the same phase, the shots are considered simultaneous.

Phase 1 Dreadnoughts fire 3 dice and casualties are removed.

Phase 2 Cruisers fire 2 dice, **Empires** fire 2 dice, and **Starbases** fire 3 dice – then casualties are removed.

Phase 3 Fighters fire 1 die and casualties are removed.

After phase 3, the attacker decides whether to continue the combat or retreat. Retreating ships must return to their previous sector. Defenders cannot retreat.

Removing Casualties. For each phase, attacker and defender combat rolls are resolved simultaneously (e.g. an Empire and a Cruiser could kill each other). Players choose which of their own units are hit. However, *an Empire may not be assigned hits until all of the defender's ships are destroyed.*

Damage is assessed as follows:

Fighters are killed by a hit.

Cruisers are killed by a hit.

Dreadnoughts are flipped on the first hit, killed on the second.

Empires are killed by a hit.

Starbases are flipped on the first hit, turning into Empires.

A hit on a Dreadnought does not hurt its capabilities (a nice advantage). If a Dreadnought survives a battle, it auto-repairs and flips back to normal.

Starbases that turn into Empires do not auto-repair if they survive the battle.

All casualties of combat (ships and tokens) are returned to their owner's supplies.

Ending Combat. *If the attacker wins in combat on a planet sector, he puts one of his own Empires on the sector to claim it. If the attacker destroys an enemy Empire, he immediately receives 1 victory point.*

The defender never receives a reward, even if the attacker is destroyed or retreats. Nor is there a reward if the attacker and defender destroy each other (though it amuses the other players no end).

Example Rob decides to attack one of Joe's sectors with a Dreadnought and 2 Fighters. Joe's defense consists of a Starbase and a Cruiser.

In phase 1, Rob's Dreadnought scores 1 hit. Joe assigns the hit to his Starbase, so he flips it into an Empire.

In phase 2, Joe's Cruiser and Empire score a total of 2 hits. Rob assigns 1 hit to his Dreadnought, flipping it, and 1 to a Fighter, destroying it.

In phase 3, Rob's remaining Fighter scores 1 hit. Joe must assign the hit to his Cruiser, destroying it. Rob continues the battle.

In phase 1, Rob's Dreadnought scores 2 hits, more than enough to destroy Joe's Empire and end the battle.

Rob takes 1 victory point for destroying Joe's Empire. Rob puts an Empire token on the sector to claim it. Rob also flips his Dreadnought back to normal because it auto-repairs.



Regent Role

Strategy Try to convince others to form political alliances, chasten the leader or break up a resource monopoly.

Out of Tokens Late in the game, you may lack enough Empire tokens to use or buy as influence. Just use what you have. Running out of tokens in this way does not end the game.

Home Sweet Home You cannot put influence on a player's home sector tile.

Example Bill wants to upgrade one of his Empires to a Starbase, so he places an Empire as influence on his own sector. No one else puts influence there. Since Bill has 2 influence after resolution, he flips one token to become a Starbase and puts the other back in his reserve.

Ships Away If you lose control of a planet sector where you have ships, you must immediately move those ships to your nearest Starbase. If more than one is equally distant, you may choose which one to retreat to. The Starbase must have existed before resolving influence.

Example Tracy has a planet sector with an Empire and a Fighter ship. Paul puts an Empire there to stymie Tracy. Then Bill puts 2 Empires on it.

To resolve this, 1 influence from everyone is removed – everyone pulls back one of their Empire tokens. Bill is left with 1 Empire controlling the sector. Tracy has to move her Fighter to her closest Starbase sector.

Players use political influence to expand or protect their empires. Politics can enable you to take control of planet sectors or the Throne without firing a shot. Afterwards, victory points are awarded based on the current galaxy situation.

To begin this role, the current owner of the Throne card must place that card next to the board. All players may attempt to influence and claim the throne!

Phase 1 Gain Influence. All players draw 2 Empire tokens from their reserves to use as political influence. In directional order, players decide whether to buy 1 additional token to use as political influence. Each player may only buy 1. The cost for this extra influence starts at 2 galactic marks, but the cost rises 1 mark each time influence is purchased.

Phase 2 Exert Influence. In directional order, except the Chooser goes last, each player decides which planet sectors to influence. Influence may also be placed on the Throne card.



Chooser's Special Ability: *The player who picks the Regent role gets the advantage of placing his Empire tokens last. Instead, the next player in directional order places his tokens first, and so on.*

Each Empire you place counts as 1 influence, just as Empires already on the board do. A Starbase already on the board counts as 2 influence.

You may spread your influence around or put it all on one sector. You may put influence on your own sectors to upgrade them to Starbases. You may expand your territory by putting influence on uncontrolled planet sector tiles. You may influence enemy planet sector tiles to downgrade an enemy Starbase to an Empire, or eliminate an enemy Empire. You may also place influence directly on the Throne card.

Phase 3 Resolve Conflicts. If 2 or more players have influence on a sector or the Throne card, the conflict must be resolved. *Remove influence from each player evenly until only one player has influence left.* If both players have the same amount of influence, the sector or Throne card will be left empty. The removed tokens are returned to player reserves.

Claim Sectors. If you still have 1 influence left on a sector, leave your Empire token on the sector to show control. If you have 2+ influence left, leave a Starbase and take back any excess tokens.

Claim the Throne. If you still have 1 or more influence left on the Throne card, take back your Empire tokens and take the Throne card. *If no one has influence left, the Throne card goes to the player who chose Regent!* After the entire round finishes, whoever holds the Throne will get the Direction card and go first next round.



Victory Count. You end the Regent role by awarding Victory Point chits. Players score 1 victory point for each planet they control with an Empire or Starbase (some sectors have 2 planets).

If any player has depleted his reserve of Empire tokens after all of the political influence resolves, the game will end. The game may also end if the Victory Point chits are depleted during this count (players still receive their deserved victory points). If the game ends, also give out the Wealthy Lord Bonuses (see *The Game Is Over* section on page 4).

Scientist Role

Technologies grant unique abilities during a specified role for the remainder of the game. Purchasing technology cards costs energy.

Buy Technology. Players can buy 1 technology on their turn.

Chooser's Special Ability: *The player who picks the Scientist role may purchase one Technology Card for 1 less energy (e.g. Space Pirate would cost nothing).*

Ambassador ( Regent role)

You may designate one sector tile as personal business. Immediately after an enemy places an influence token on a sector – you interrupt, saying “No, that’s my personal business” – and the opponent must move the token elsewhere. Only you may put influence on that sector for the rest of the Regent role.

Shield Generators ( Warlord role)

Ignore the first hit on your fleet in each battle. If you only have an Empire or a Starbase at the start of a battle, shield generators do not work.

Ion Cannons ( Warlord role)

Your Empires fire 3 dice and Starbases fire 4 dice in combat.

Plasma Weapons ( Warlord role)

When your ships attack in combat, add +1 to each die result (Dreadnoughts and Cruisers hit on 3-6, Fighters on 4-6). Plasma Weapons do not work when defending.

Fusion Engines ( Warlord role)

All of your ships can move 1 extra space.

Robotics ( Engineer role)

Subtract 2 metal from the total cost of all ships purchased this turn (not per ship!).

Protein Fields ( Steward role)

Produce metal and/or energy from any 2 sectors without discarding a food resource.

Saboteur ( Anytime)

Stop the use of one technology card for the rest of the round. Saboteur is used immediately after a player declares they are using a technology. Afterwards, the victimized player may attempt to catch the Saboteur. The victim rolls 1 die – on a result of 5 or 6, the Saboteur is caught and removed from the game.

Diplomat ( Regent role)


Your extra political influence token always costs 2 marks.

Time Warp ( Anytime)

Re-roll one die result this round. If you dislike the new result, you can re-roll the die one more time. Time Warp can be used on anyone’s die result.

Space Pirate ( Merchant role)

Take 1 metal resource from an opponent’s Storage Facility or 1 food from an opponent’s sector. Yarr.

Long Range Scanners ( Explorer role)

When you choose a turned-up sector tile during the Explorer role, you may draw 1 sector tile from the top of the tile stack that only you see. Choose 1 of these sector tiles and place the other back on top of the tile stack. If you choose the Explorer role, this technology applies only to the first sector tile you select.

This Deal Available for a Limited Time Only When the Omega Sun explodes and turns into a Black Hole, the Scientist role is removed from the game.

Ambassador You need not control a sector tile to designate it as personal business. Home sectors cannot be influenced by anyone, so the Ambassador tech is not used on Home sectors.

Two Warlords Late in the game, there may be two Warlord roles available. Technologies that are used during Warlord may be used during both Warlord roles.

Diplomat Using this card increases the political influence cost for the next player who wants to buy, just as if you paid the normal price.

Anytime, But Just Once Saboteur and Time Warp may be used during any role, but only once per round. When a new round starts, you may use them again.

Time Warping Price Dice If used during Merchant, Time Warp must be activated *before* any dice results are assigned for pricing resources.

Long Range Scanners This card cannot affect the Black Hole. If the Black Hole is turned up (about to go into play) you cannot put it back on the stack. If you happen to draw the Black Hole using this card, you must put the Black Hole back on top of the stack and choose an already turned up tile.

Credits

Designer, Ultimate Arbiter of the Galaxy

Adam West

Rulebook, Pointy Opinions

Dan Schnake

Play Testers

Jeff Arnold, B. J. Austin, Ed Bachta, Greg Beilach, Chris Chalfant, Jessica Cooper, Stephen Esser, Chris Ficklin, Marv Fortin, Jim Ginn, Nicholas Glawtschew, Ted Glawtschew, Dan Graves, Wes Hendrickson, Edward Hennessy, Michael Herron, Ally Holloway, Wiley Jettpace, Drew Kirkaldy, Steve Labun, Dave Lewis, James Lombardi, Jeff Lovelace, Scott McAhren, Jerry Matzack, Joseph D. Mumma Jr., Angelique Parkes, Sheamus Parkes, Michael Phebus, Tom Place, Micaela Relihan, Ed Rhodes, Steve Roth, Abe Schnake, Dave Schnake, Isabel Schnake, Leo Seaman, Peter Settle, Everett Scheer, Brandon Stenger, Benjamin Short, Dan Siders, Boyd Steere, Dennis Surdu, Chuck Tajuga, Ian Urganhart, Nick Weller, Scott Weller, Andrew West, David West, Steve West, Ray West, Jim Williamson, Felix Wong, Galen Woodhouse, James Yancey

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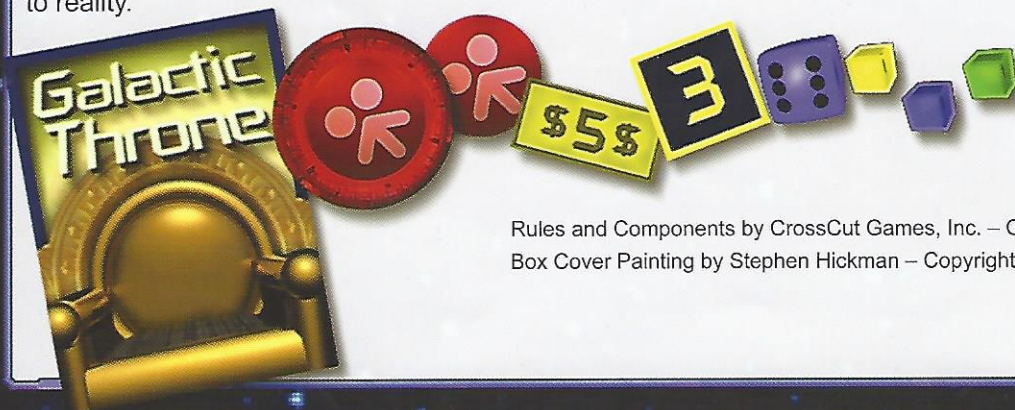
The denizens of www.BoardGameGeek.com and www.BGDF.com

Questions, Opinions, etc. are welcome at www.CrosscutGames.com

Notes

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Adam West
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