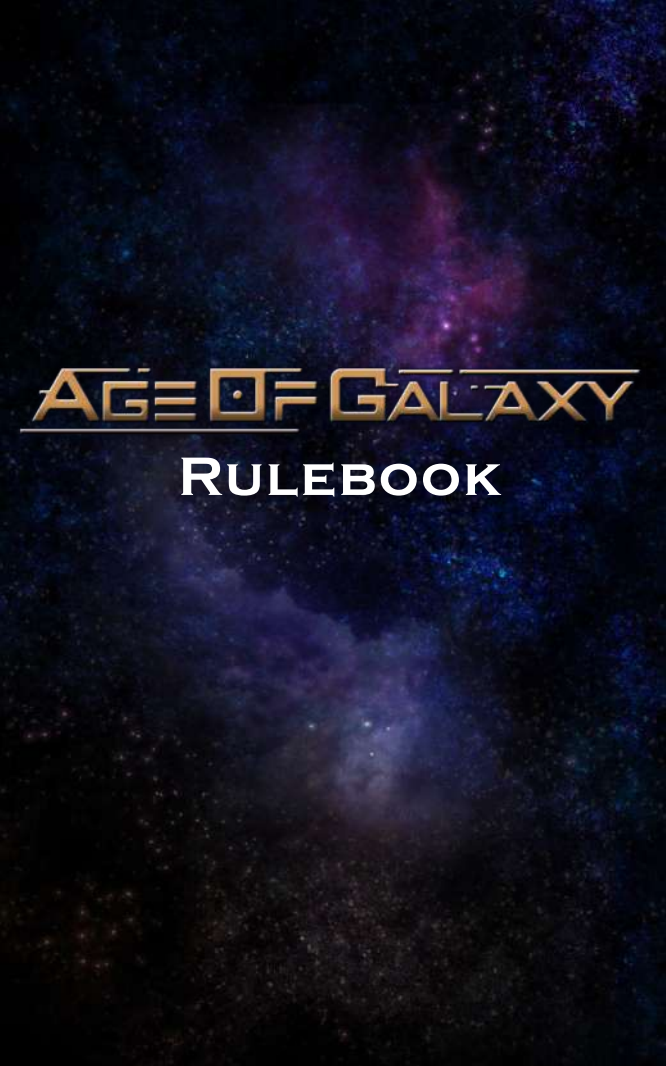




AGE OF GALAXY

RULEBOOK

Prologue

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 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



Tips Board x1



Player Board x4



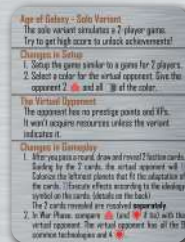
Action Cube x64
(4 Colors x16)



Credit Counter x4



Productivity Counter x4



Solo Variant Card x1



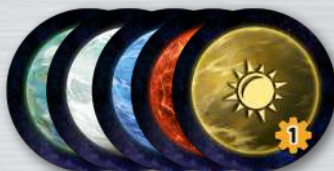
Faction Card x40



Tips Card x4



Galactic Fleet Token
x1



Planet Token x5
(5 types x1)



Turn Order Token x4



Explore Token x9



Influence(1)
Token x12



Relic/Discovery(1)
Token x24



Influence(3)
Token x3



Relic/Discovery(6)
Token x4



Cruisers x36
(4 Colors x9)

Overview

Each player in Age of Galaxy is leading an alliance with up to 3 factions in it. The term “alliance” always refers to the combination of faction cards face-up in front of the player instead of actual allied players.

Within 5 rounds, players may form their alliance, manage their resources, and perform various actions to gain Victory Points (VPs). At the end of the game, the player with the most VPs is the winner.

Symbols and Meanings



Credit - A type of resource.



Productivity - Produces credits during the 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 - Used for war and exploration. Maximum 5 in hand.



Strength - Tie breaker of War Phase. It also determines the amount of  that the player can keep after war.



Technology - Boosts that can be unlocked by Research action.



Advanced technology that needs an extra  to be researched.



Abilities that can be activated at the end of Production Phase. They are found on faction cards.



Abilities that can be activated unlimited times in a player's turn. They are found on both tips board and faction cards.



Abilities that can be activated when the faction debuts. They can be found on faction cards.



Actions that can be activated multiple times per each attempt.



Colonized Planet - A source of VPs.



Developed Planet - A source of VPs.



Planet acquired by  - No longer scores VPs for the original player.



Convert resources from left to right.



Each time the condition of the left is met, you may execute the effects on the right.

N

Gain amount "N".
E.g.  gain "N" Prestige.

x N

Spend amount "N".
E.g.  spend "N" Credits.

x -N

Discounted when spent.
E.g.  spend "N" less Credits.



Planet icon - Based on the number of players, replace it by a random face-up planet token.



Exploration point icon - Replace it by a random face-down explore token. 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  face up.

Each player:

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

D Chooses a color. Places all the cubes and cruisers into the supply. Places an **action cube** on space "0" of the **prestige board**. Then, Stacks the cubes in play order, with the first player on top. The first player is the last person to win Age of Galaxy. If this is the group's first game, the game owner is the first player. Takes the **turn order tokens** according to the play order.



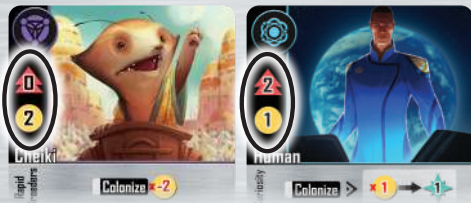
- E On the top of their **player board**, places a **credits counter** on slot number 0 and a **productivity counter** on slot number 3.



- F Draws 7 **faction cards**. Discards up to 3 and draws back to 7. Players will not draw any more cards in the game.

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

- G Picks a **faction** as the starting main faction of their alliance. Gets 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 chooses Cheiki so 2 extra are acquired. The right player chooses Human so 1 extra and 2 are acquired.



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



- I The first player sets up the Galaxy by selecting 5 **system cards** (2 face-up, 3 face-down) at random. Set the **galactic fleet token** on the first system card. Then draw random planet tokens or exploration tokens to cover these icons: , .



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

Phases

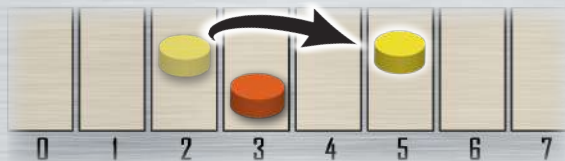
Each round consists of 4 phases in the following order:



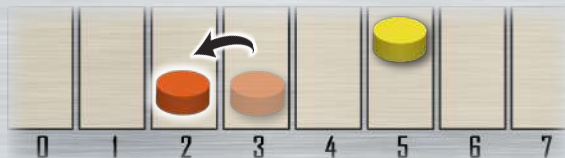
*Except Round 1, which does not have a War Phase.

Production Phase

1. Take 3 action cubes from the supply.
2. Gain ☀ according to 🌞. 12 is the maximum for both ☀ and 🌞.



3. Lose 1 🌞.



4. Activate ⚙ abilities in any order. These abilities come from the main faction cards.

Action Phase

Players take turns performing 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 they run out of action cubes in hand. The phase ends if all players have passed.

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

- Play ONE faction card from hand.
- 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...
 - Reachable
 - Unoccupied by any cube or 🚀
 - Matching the adaptation of your main factions **OR** one-time adaptation of a faction (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 below.

- It needs to be reachable. As it is not on the systems beyond ➡, it is reachable.
- 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.

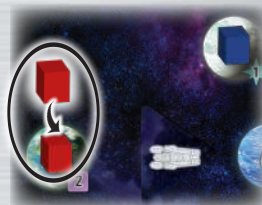


Actions on system cards:

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 🌐. When you gain 🌐, advances your cube on the Prestige board. Place your cube on top if you encounter other cubes in the same space.
- Gain either [1 ● and 1 🌟] OR [1 🟪] as the second reward.



For example,
If Red wants to develop the circled colonized planet, Red needs to pay 7 ● to do so.



Actions on action board:

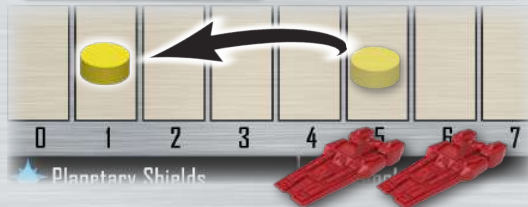
Manufacture

Cost: 2 ● for each ▲

- This action is the main source of ▲ which is used 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 a maximum 5 ▲ in hand.**



For example,
If Red wants to manufacture 2 ▲, Red needs to pay 4 ● 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.



Scavenge

Cost: None

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



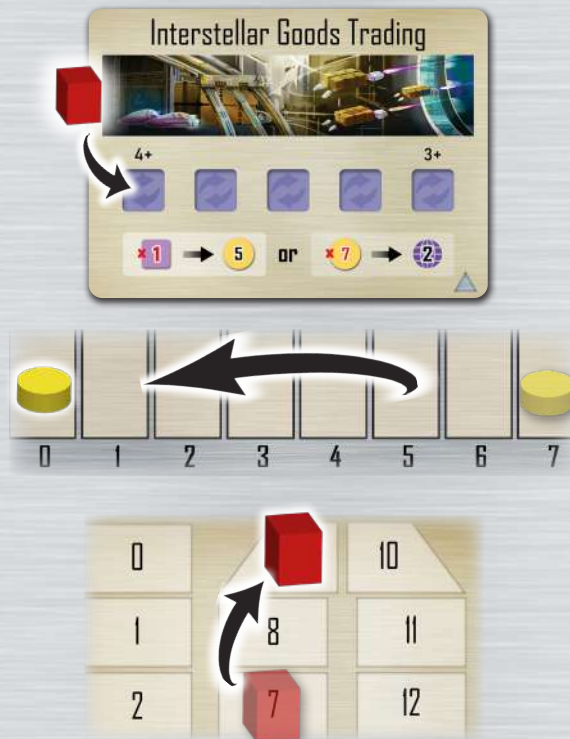
Action on trade cards:

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 perform 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(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 picks the **Trade** action and spends 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 rewards and discard the  afterwards.



Nominate

Cost: 3 

- This action is to become a leader of the Galactic Congress to gain . The player needs to own at least one  to do so.
- 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 indicated below the slot.
- Once a slot is occupied, it will not be removed.

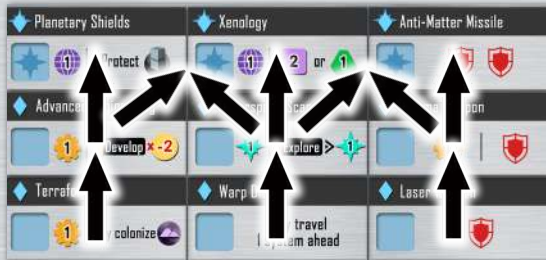


Action on player board:

Research

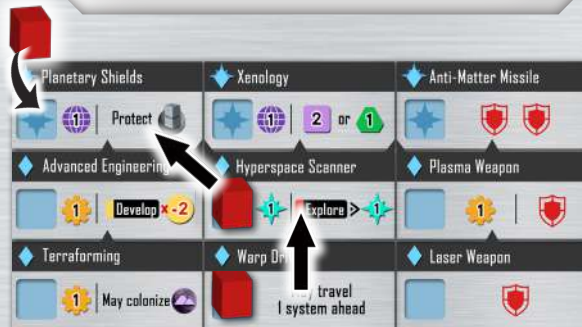
 Cost: 3  or 1   Cost: 3  or 1  AND 1 extra 

- To activate new technologies on the player board, put an action cube in the box of any unresearched technology, and acquire any resource rewards. 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 of its path to be unlocked. For example, if you have researched Plasma Weapon, both Xenology and Anti-Matter Missile become available.

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 rewards from the table below. The 1st place player is considered as the Overlord.

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

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

2. If there is only one Overlord, the Overlord may acquire a **reachable**, unprotected planet. Remove the cubes on the planet (if any) and place a  on it. Unlike **Colonize**, this act ignores the resource rewards 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  $\geq$ number of their owned planets, all of their owned planets are protected. Otherwise, **all of them** are unprotected.
- There are exceptions that do not need to be protected by any .
 1. 
 2. Planets that are protected by technology or faction abilities.
- 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 has more than 1 planet, but only has 1 , so Red's planets are unprotected. Blue decides to acquire the . Return Red's cubes on the planet back to the supply. Then, put a  on it. Blue would not get 2  but can prevent Red from earning 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  to the system card on the right. Then, reveal the next system card. Place any explore tokens or planet tokens if needed. **A**
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. **B**

Key Concept - Golden Age:

- The action cubes (including those that exceeded the slots) from the fully filled trade card will return to the respectful player.
- A maximum of 3 cubes can be returned to each player no matter how many trade cards were full. The rest of them are returned to the supply.
- Flip over the trade card. There are no limited slots so the card will not trigger a Golden Age again.
- As a result of a Golden Age, some of the players have more than 3 actions in the next round.

A



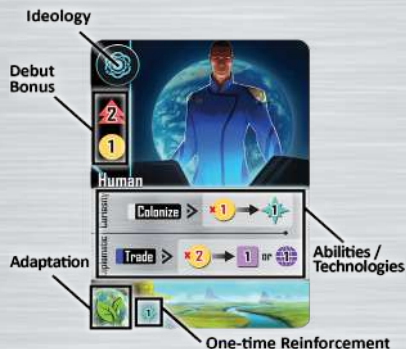
B



3. Reset the turn order and rearrange the turn order tokens for the next round. 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.**



As a main faction (Maximum 3):

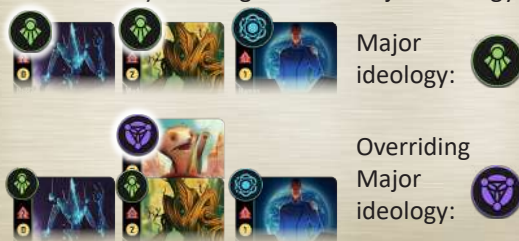
- The player place it in front of themselves.
- Gain the debut bonus 🟡 and 🔴.
- Activate 🏠 effects.
- From now on, the player gains the faction's unique abilities and is able to **Colonize** the adaptation planets mentioned on the card.
- Playing a main faction does not replace the previous main factions. Also, players cannot change their main factions.
- Some factions have unique technologies to be researched. There is an example on P.27.

As the true major ideology (Maximum 1):

- Players can change the 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 below.
- 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.



As one-time reinforcement OR adaptation:

- Gain the one-time reinforcement **OR** Be able to choose one planet matching 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  Reminder: 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 players are still tied, the player with 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 on the left. 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 Variant:

Read the solo variant card for more details.

Solo Scenario Mode (Print & Play):

Available for download on BGG.



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 the 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 one of other. For example:



Q3. When calculating the cost of **Colonize**, do I need to count 🌋 (Developed planets) as well?

Answer:

- No. Only the number of 🌋 (colonized planet) will affect the cost of **Colonize**.

Q4. 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 receive no more than 3 extra action cubes.

Q5. For ⚡ effect, is there any limit of activation?

Answer:

- No. you may do it multiple times as long as it is on your turn.
- Take Cheiki's ability as an example. In your turn, if you have enough 🟡, you can convert 5 🟡 to 1 🟪 & 1 🌐 as many times as you want.



Q6. What is Sojourner's "Nomadic" ability?

Answer:

- After you **Colonize**, you may remove 1 cube on a colonized planet you own. Use the removed cube to perform **Research** or **Retrieve** immediately. You still have to pay the cost of the extra action. If you can't pay the cost, you can't use this ability to just remove the cube.
- You cannot remove a cube on a developed planet or the planet you just colonized this turn.
- The planet becomes unoccupied. It will provide resources if a player **Colonize** it afterwards.

Q7. Do "Feimur-V5" gain 2 🟡 per 🔴 lost?

Answer:

- No, Feimur-V5 earns you 2 🟡 in total if at least one 🔴 is lost.
- For example, at the end of the War Phase, you have 5 🔴 & 2 🛡️. Although you lost 3 🔴 in total, you only gain 2 🟡.
- Acquiring planets by a 🔴 won't count as losing 🔴.
- You can never own more than 5 🔴 at a time. Therefore, you cannot acquire a 6th 🔴 just to immediately lose it and gain the credits.



- The same logic applies to similar abilities.
- For example, when you colonize a planet that gives you 2 🟡, you gain 1 🟡 instead of 2 using the ability of Auralis.



Q8. 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 the 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.



Q9. 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 planet 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 Design: Roxy Dai

Production: Kenneth YWN, Isaac Chan

Edit: Alex Chan

3D Design: Herman Ying



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