

# POINT GALAXY™

**RULEBOOK**



# CREDITS

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# OVERVIEW

**POINT GALAXY** is a card-drafting and tableau-building game for 1-5 players. Players take turns selecting planets, suns, moons, asteroids, and wormholes to add to solar systems within their galaxy, and compete to score the most points! Planets must be placed in sequences based on their number/size while suns can multiply your points based on the planets you choose. Other celestial bodies in space score points in different ways and must be cleverly placed to trigger their bonuses. The player who creates the galaxy worth the most points wins!

# COMPONENTS

- 140 Unique Double-sided Planet/Space Cards
- 5 Unique Double-sided Starting Sun Cards
- 5 Double-sided Player Aid Cards
- 24 Unique Rocket Tokens
- 1 Full Color Scorepad
- 1 Rulebook

*Your game of Point Galaxy should include the following. If it doesn't, please visit: [alderac.com/customer-service](http://alderac.com/customer-service)*

## PLANET/SPACE CARDS

Front



Back



## STARTING SUN CARDS



## ROCKET TOKENS



Back

Front

## SCOREPAD



## PLAYER AID CARDS



# SETUP

- 1 Shuffle the Planet/Space cards thoroughly and, based on the number of players, remove/use the following number of cards:

Return the removed cards to the game box - they will not be used this game.

*Note: All cards should be shuffled with Planet-side down (they are considered the card front) and Space-side up (these have moons/suns/asteroids, etc. and are considered the card back).*

Player Count	Planet/Space Cards to remove
1-2P	-81 (use 59)
3P	-55 (use 85)
4P	-29 (use 111)
5P	-3 (use 137)

- 2 Take the remaining cards and create three roughly equal draw piles with Planet sides facedown in the center of the play area within easy reach of all players.
- 3 Flip over two cards from each draw pile and place them in a column below each pile. This creates a market of 9 total cards - the 3 cards on the tops of the facedown piles, and the 6 faceup cards below.
- 4 Flip all Rocket Tokens facedown and shuffle them. Then, select a number of tokens based on the number of players (1-2P: 10, 3P: 12, 4P: 14, 5P: 16). Flip the selected tokens faceup and arrange them into a supply next to the market so that each can be easily seen by all players.
- 5 Shuffle the Starting Sun Cards and deal one randomly to each player. They will place it in front of themselves to form their first Solar System.
- 6 Take a number of Player Aid Cards equal to the number of players and be sure to include the card with the starting player symbol (👤). Return any unused Starting Sun and Player Aid Cards to the game box, they will not be used this game.
- 7 Each player takes one Player Aid Card at random and turns it over. The player with the starting player symbol (👤) becomes the first player.

You are now ready to play Point Galaxy!



### 3 PLAYER SETUP EXAMPLE



# GAMEPLAY

On your turn, **draft any 2 cards from the market** (for example, you may draft two Planet Cards from the bottom 6 slots in the market, or you may draft 2 Space Cards from the tops of the piles at the top of the market, or you may draft a combination of 1 of each). You may draft the cards one at a time (meaning if you draft a card from the top of one of the piles, you may see the next card revealed, and you may draft that card as your second card), but you may place your cards into your Solar System in either order. Note that cards do not flip down to refill the market until the end of a turn.

You may place your cards into one of your existing Solar Systems (column of cards) or create a new Solar System in your own personal tableau (**Galaxy**) in front of you.

## Basics of placing cards into Solar Systems

Planet Cards, Moon Cards, and Wormhole Cards are all placed into card sequences, and Sun and Asteroids Cards are placed above them in columns to form individual Solar Systems.

**Important Note:** There are specific placement rules for each card type outlined in the following sections. Cards are generally placed above (tucked behind) or below (on top of) any existing card sequences.

Depending on the type of card you choose, carry out the following actions:

### Planet Cards

Planet Cards must be placed into numeric sequences. They each have color/type(s) and a numeric value. They may be placed above (tucked behind) or below (on top of) any other existing card sequences in any Solar System, or may be used to start a Solar System. Once the second Planet Card is placed into a Solar System, that Solar System's sequence and direction is set. After that point, any cards added to the Solar System must obey the number sequence from highest to lowest or lowest to highest, but may have gaps/missing numbers.



Planets score points for each Solar System, based on the number of unique number values in the sequence of planets from a single Planet Card, to all 7 possible number values of Planet Cards.



A planet card must be placed above or below an existing card sequence, or into a new Solar System



Once this sequence is set, the next card placed above must be greater than 5 (6 or 7) and the next card placed below must be less than 3 (1 or 2).



3, 4 and 5 numbered Planets would NOT be able to be placed into this Solar System (unless a Wormhole was played)

**Note: Planet X cards are special. They do not have any color associated with them, but they may be considered any number, making them very flexible for building sequences!**



## Sun Cards

Sun Cards are placed above the card sequence in a Solar System. Each Solar System may only have a single Sun Card. A Sun Card may be placed into an existing Solar System that already has other cards (as long as there are no other Sun Cards), or it may be used to create a new Solar System.



Sun Cards provide scoring conditions for that specific Solar System and score only based on the cards that are placed into that Solar System.

## Moon Cards

Moon Cards may be placed above (tucked behind) or below (on top of) any other existing sequences in any Solar System, or may be used to start a Solar System. They must be positioned adjacent to Planet Cards of the required color(s) indicated on them in order to score points. Some Moon Cards indicate that only a single color is required to score. The Planet Card may be above or below the Moon Card in the sequence of cards. Some Moon Cards require two different colors to score. These Moon Cards must be positioned *between* two Planet Cards and each must match a different one of the two required colors in order to score.



**Note:** Planet Cards that have dual colors that match the two colors required only count for one of the two colors (either/or) so a Moon Card that requires two colors must always be between two cards, each of which satisfies one of their requirements.

**Moon Cards** may always be placed, even if they would not score.



### Asteroids Cards

Asteroids Cards must be placed above (tucked behind) Sun Cards. Only one Asteroids Card may be tucked behind each Sun Card, so the number of Asteroids Cards you are able to draft is limited by the number of Sun Cards that you have in your Galaxy. You may not draft an Asteroids Card, if you do not have an open space above a Sun Card to tuck it.



Asteroids Cards score depending on how many you have in your entire Galaxy compared to the other players. Only the players with the most, 2nd most, and 3rd most Asteroids Cards at the end of the game score points from Asteroids Cards. (See scoring section for tiebreaker rules.)

### Warmhole Cards

Warmhole Cards may be placed in any Solar System. They may be placed above (tucked behind) or below (on top of) any existing card sequence, or may be used to start a Solar System. When placed, a Warmhole Card reverses the pull of gravity, and the number sequence is reset above and below the Warmhole Card. The placement of a Warmhole Card in the sequence allows a player to have two separate number sequences. This break allows previously skipped numbers to be included in the solar system.



**Important Note:** Planets are scored per Solar System for the number of UNIQUE numbers within the Solar System. Even though playing a Warmhole Card would allow you to play the same number more than once in a Solar System, this will not score you additional points as each number (1-7) may only be scored one time per Solar System. However, Warmholes help to reset a Solar System so that numbers that were missed in the sequence can be added later.

## Rocket and Research symbols

Many of the cards have one or two rocket symbols, and/or one research symbol on them. Rocket symbols anywhere in your Galaxy help you to gain Rocket Tokens (see below) and research symbols score points at the end of the game for the number of *unique* research symbols you are able to collect throughout your galaxy.

### ROCKET



### RESEARCH



## Check Rockets

At the end of each turn, check your total rocket symbols to see if you have reached or exceeded a multiple of 5 rocket symbols within your entire Galaxy. When a Galaxy contains or exceeds a new multiple of 5 total rocket symbols (5, 10, 15, etc.) the player may immediately select one of the available Rocket Tokens and place it beside their Galaxy. Thus, for every 5 additional rocket symbols in a player's entire Galaxy, they may select an additional Rocket Token.

Rocket Tokens earn you points at the end of the game for different features within your entire Galaxy. See the clarifications section (page 15) for an explanation of each of the scoring conditions.



## TURN END

Once you have drafted two cards, placed them in your tableau, and checked rockets (collecting any Rocket Tokens earned), your turn ends and the market is prepared for the next player's turn.

If any Planet Cards were drafted, the empty slots will be refilled with Planet Cards. To do this, draw cards from the corresponding draw piles in each column, filling in empty slots below them. Flip the cards over from the Space (back) side to the Planet (front) side as they enter the slots in the market.



If one of the draw piles of Space Cards runs out, split the largest pile *roughly* in half, and move the bottom half to replace the empty draw pile (ensuring that the Space Card on the top of the largest pile does not move). Once the empty slots in the market are refilled, play continues with the next player in clockwise order.

# GAME END

The game ends after the final player has taken their 13th turn. This will result in the market having only 7 cards remaining in it, therefore it cannot be refilled for the next player to take a turn. The remaining 7 cards are discarded and players proceed to scoring.

## SCORING

### Sun Cards

Each player scores points based on the scoring conditions on each individual Sun Card, adds those points together, and writes the total in the Sun Cards space on the scorepad. Suns may be scored multiple times if you have multiple sets. (See clarifications section on page 15 for more information on how to score with Planet Cards of multiple colors/types.)



### Unique Planets

Each player scores points for each Solar System that has planets, based on the number of uniquely numbered planets, adds those points together, and writes the total in the Planet Cards space.



1	2	3	4	5	6	7
1	2	3	5	7	9	12

### Moon Cards

Each player scores points for Moon Cards that are adjacent to the required color(s) of Planet Cards, adds those points together, and writes the total in the Moon Cards space.



### Unique Research Symbols

Each player scores points for unique research symbols found on their cards, based on the total number of **unique** symbols in their entire Galaxy, add the appropriate number of points in the research space.



1	2	3	4	5	6	7
1	2	3	5	7	9	12

### Rocket Token Bonuses

Each player scores points based on their personal Rocket Token end game scoring bonuses, adds those points together, and writes the total in the Rocket Token space. (See clarifications section on page 15 for more information on how specific Rocket Tokens score.)



## Asteroids

Each player counts their number of Asteroids Cards. The player with the most scores 10 points, the player with 2nd most scores 6 points, and the player with the 3rd most scores 2 points. In the case of a tie, the tied players take the number of points for their placement and the placement(s) below them, add them together and divide by the number of tied players. If a placement's points were used in this way then other players may not claim that placement. For example, if two players tie for first place, they will add up the points from 1st place and 2nd place (10pts+6pts = 16pts) and divide them (8pts each). The player who has the next most will be awarded the points for 3rd place (2 pts).



**Finally, tally up all points, and the player with the most points wins! In the case of a tie, the tied player with the most total rocket symbols wins. If there is still a tie, the tied players share the victory!**

### SCORING EXAMPLE



# SOLO MODE

## SETUP

Set up the game as you would for a 2P game, but place the 10 Rocket Tokens in a line so that they form an 'order' from left to right.

Place one of the leftover Rocket Tokens facedown to the left of the leftmost draw pile in the market, facing with its tip inward towards the market. This Rocket Token will be used to indicate which cards the AI opponent will draft on their next turn.

Make space adjacent to the card market for the AI opponents cards. You and the AI opponent will each start with a single Starter Sun card, just as you would in a multiplayer game.



## GAMEPLAY

Gameplay is the same in solo mode as in the multiplayer mode. You will take the first turn of the game. Draft cards and add them to your tableau just as you would in the multiplayer game. Once your turn is complete, the AI opponent will take a turn. On their turn, they will draft the two closest cards in the direction that the facedown Rocket Token is pointing (see diagram). These cards will be added to their tableau. To do so, follow these rules for the AI opponent's tableau:

**Planet Cards:** Place them into columns/Solar Systems where each column contains only a single copy of each number value. Sequence does not matter for the AI opponent's Solar Systems. If a number value already exists within a Solar System, place the Planet Card into the next Solar System, etc., starting a new column/Solar System each time a number value is added that is present in all previous Solar Systems.

**Sun Cards:** Place any Sun cards drafted by the AI opponent within their tableau - there is no need to align them with any of the columns of planet cards - they are not associated.

**Moon Cards:** Place any Moon cards drafted by the AI opponent within their tableau - there is no need to align them with any of the Planet cards - they are not associated.

**Asteroids Cards:** Place any Asteroids Cards drafted by the AI opponent within their tableau - there is no need to tuck them behind any Sun Cards - they are not associated.

**Wormhole Cards:** Place any Wormhole cards drafted by the AI opponent within their tableau - there is no need to place them beside any Planet Cards - they are not associated.

**Check Rockets:** At the end of the AI opponent's turn, check for rocket symbols within their tableau just as you would your own. When their Galaxy contains or exceeds a multiple of 5 total rocket icons, immediately take the leftmost available Rocket Token and place it beside their Galaxy.

## TURN END

When the AI opponent's cards have been allocated to their tableau, move the facedown Rocket Token clockwise around the market, keeping the tip of the rocket pointed inward toward the market. (See diagram for each of the slots the Rocket Token will move through throughout the game)

Refill the market as you would on a player's turn. The AI opponent's turn is now over and you may take your next turn.

## GAME END

The game ends once both you and the AI Opponent have taken 13 turns. At this time, the market will only have 7 cards remaining in it. Proceed to scoring.

## SOLO MODE SCORING

Score your tableau just as you would in a multiplayer game.

Score the AI opponent's tableau as follows. Note that for some categories, there are different point values based on the difficulty you'd like to play on.

**E** = Easy, **M** = Medium, and **H** = Hard.

**Points for Sun Cards** = **E**=1pt each, **M**=3pts each, **H**=4pts each

**Points for number of unique planets per Solar System** = score each solar system based on the number of unique planets per Solar System - remember, sequence does not matter for the AI opponent, they simply score points based on the number of unique planets per Solar System.

**Points for Moon Cards** = the number of points printed on the Moon Card.

**Number of Unique Research Symbols** = **E**=scores based on the number of unique research symbols, **M**=same as E, but also scores +1pt per duplicate research symbol, **H**=same as E, but also scores +3pts per duplicate research symbol.

**Points for Rocket Tokens** = scores per Rocket Token (Scoring bonuses printed on the tokens are ignored): **E**=2pts each, **M**=3pts each, **H**=4pts each.


**Asteroids** = number of points printed on the Asteroids Cards based on comparison to your tableau (consider the AI opponent just as you would any player in a multiplayer game).

## SOLO MODE ACHIEVEMENTS

As you play solo mode, you can also try to obtain each of the 15 achievements to become a Point Galaxy Master! Each time you play and are able to defeat the AI opponent (any difficulty), check to see if you met the criteria for any achievements. Then, you may select one of them, and mark off the symbol matching your name.

1.  Score 50+ pts
2.  Score 55+ pts
3.  Score 60+ pts
4.  Score 65+ pts
5.  Score 70+ pts
6.  Score 10+ pts from suns
7.  Score 15+ pts from suns
8.  Score 20+ pts from planets
9.  Score 25+ pts from planets
10.  Score 30+ pts from planets
11.  Score 10+ pts from moons
12.  Score 15+ pts from moons
13.  Collect all 7 Research Symbols
14.  Score 7+ pts from Rocket Tokens
15.  Score 12+ pts from Rocket Tokens











# CLARIFICATIONS

When scoring, you may score each Rocket Token/Sun Card/Moon Card independently, therefore Planet Cards that are two colors/types may be considered one color or the other for each Rocket Token/Sun Card/Moon Cards, but not both colors for the same. Rocket Token scoring clarifications:

- 1 Scores 1 point for every set of 2 Planet Cards of the specified color/type in your entire Galaxy.
- 2 Scores the specified number of points for every Solar System in your entire Galaxy with at least the specified number of Planet Cards.
- 3 Scores 1 point for every Rocket Token you earned (including this one).
- 4 Scores 1 point for every Asteroids Card in your entire Galaxy.
- 5 Scores 1 point for every Wormhole Card in your entire Galaxy.
- 6 Scores 2 points for every set of 3 Moon Cards in your entire Galaxy.
- 7 Scores 1 point for every set of 2 Research Icons in your entire Galaxy (duplicate Research Icons count).
- 8 Scores 1 point for every specific number Planet Card in your entire Galaxy (Planet X Cards may not be counted).
- 9 Scores 2 points for every full set of all 5 Planet Card colors/types in your entire Galaxy.
- 10 Scores 1 point for every set of 3 Planet Cards of the specified colors/types in your entire Galaxy.
- 11 Scores 1 point per Sun Card in your entire Galaxy.
- 12 Scores 4 points per set of 3 *identical* Research Icons in your entire Galaxy.



# QUICK REFERENCE

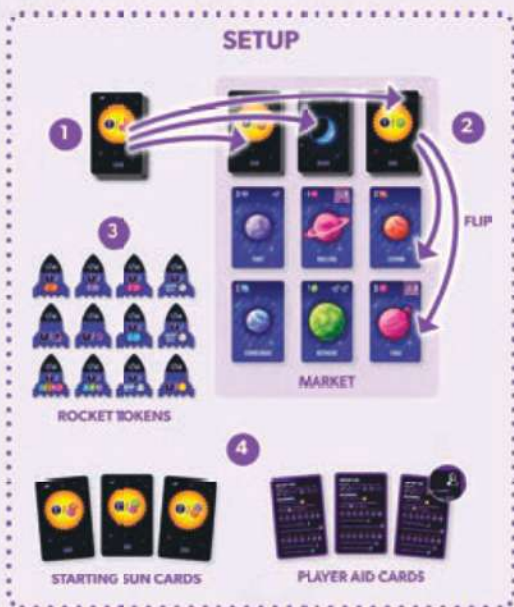
## Setup

1. Set up the Planet/Space Card deck based on player count (see chart):
2. Set up the Market.
3. Set up Rocket tokens.  
**(1-2P: 10, 3P: 12, 4P: 14, 5P: 16)**
4. Give each player an Starting Sun Card and a Player Aid card.

Player Count	Planet/Space Cards to remove
1-2P	-81 (use 59)
3P	-55 (use 85)
4P	-29 (use 111)
5P	-3 (use 137)

## Turn Summary

1. Draft ANY 2 cards from the market.
2. Place drafted cards into Solar Systems in your tableau.
3. Check Rocket symbols and [IF APPLICABLE] acquire a Rocket token.
4. Refill the Market.



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