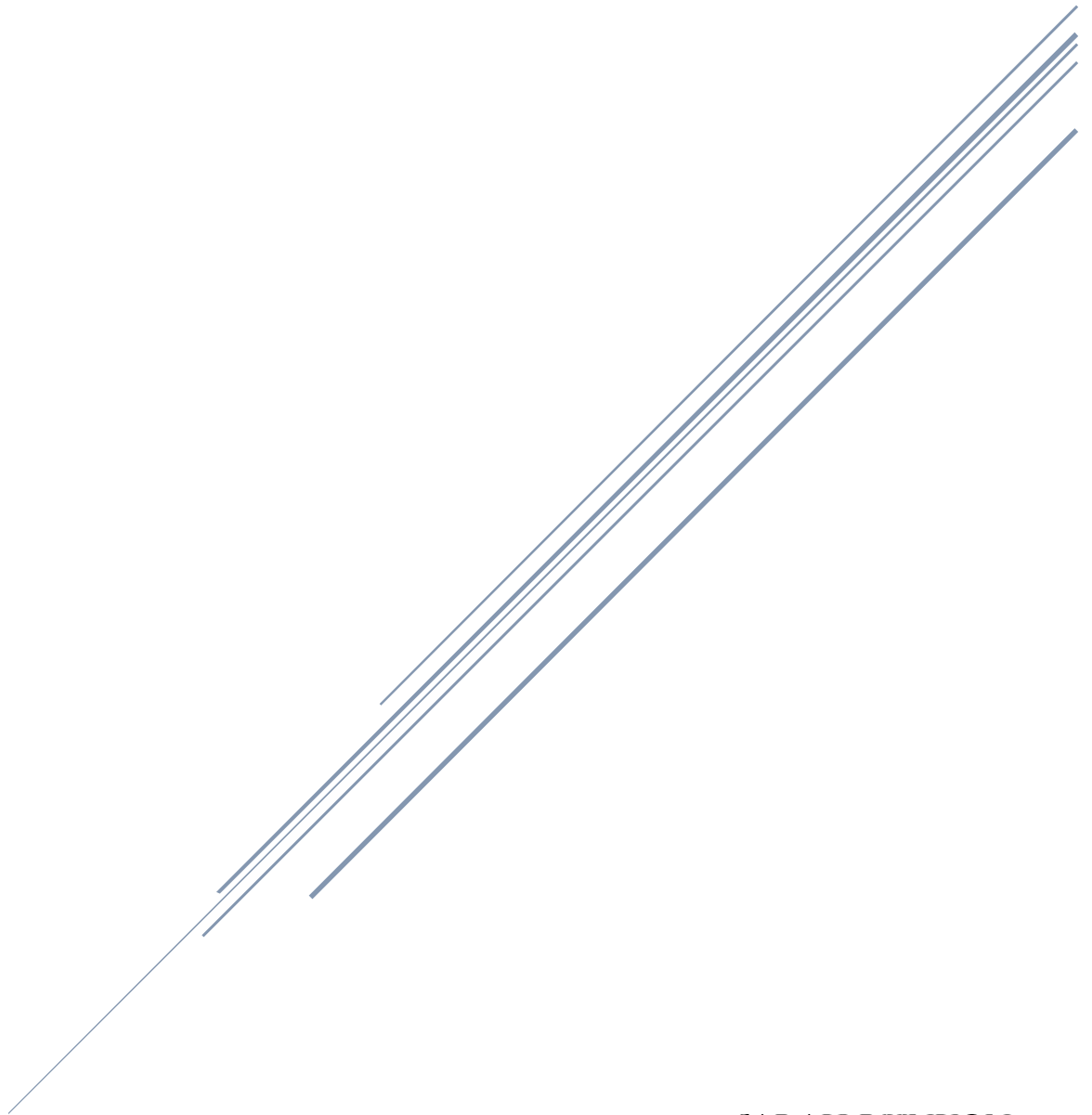


BATTLE FOR THE GALAXY

A GAME OF FIGHTING, FLEEING, AND FUN!



SARAH RUNYON

THE MISSION:

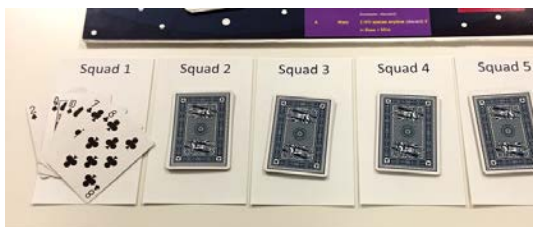
- a. Demolish the enemy's base: 3 points
or
- b. Defeat all of the enemy's squadrons:
1 point

WHAT THE GAME INCLUDES:

- a. Two Decks of Cards (includes only one of the two Jokers in each deck):
 1. Red Deck: 53 Dragon cards, Squad Markers (5), Squad Bays (5), one 6-sided movement die, one 8-sided obstacle die
 2. Blue Deck: 53 Wizard cards, Squad Markers (5), Squad Bays (5), one 6-sided movement die, one 8-sided obstacle die
- b. Quad Storm: 4-sided die (5)
- c. Ship/Card Value and Ability Cheat Sheets (*See page 2*)

SETUP:

- a. Location of Ships:
 - Place 5 random cards from the deck of 53 cards on each of the Squad Bays and place the Squad Markers on the various Base locations as desired



5 cards (Squadrons) placed on each Squad Bay

- Place 7 random cards from the deck onto the Base

- b. Quad Storm:
 - Roll the 4-sided Yellow, Green, Red, and Purple dice to determine each value
 - Roll the 4-sided blue placement die to determine which space (1-4) each dice (Yellow, Red, Purple, and Green) will go



Quad Storm Setup

- c. Card Order:
 - Order the cards in each Squad and the Base as desired by the player controlling that Squad or Base (*See below for values*)

Units	Type	Abilities
Joker	Hero	kills all except Shadow, will kill Mine with a 5/6 die roll
King		
Queen		
1EJ	Shadow	kills Hero if attacking
2EJ	Tractor	kills warp, stops flyby
10		
9		
8	Sweeper	kills mines
7		
6		
5	Transport	fill squadron (max 5, discard)
4	Scout	H/V to any open space
3	Scout	H/V to any open space
2	Mine	destroys 2 (except Hero or Sweeper, discard)
A	Warp	2 H/V spaces anytime (discard) if in Base = Mine



Helpful Hint #1: A good strategy for ordering your cards is if you have Scouts (i.e. 3 and 4) or any cards with no special powers (i.e. 6, 7, 9) place those in the front of your hand, because they will be the first to be destroyed in combat (See page 3).

- d. Obstacles:
- Each team has an 8-sided Obstacle die, which is rolled when a player of the opposing team enters the Obstacle



The Dragon's Obstacle Setup (Note: setup is the same for the Wizard's Obstacle)

TEAM RULES:

- Total number of players possible: 1-6
- Players are only able to discuss their card values and strategy with their team **BEFORE** the game begins (*a time limit for setup may be set if desired by both teams*)
- During a Player's turn, he/she makes the Movement and War decisions individually

TURNS:

Before beginning, each team rolls their team's Movement die to determine which Team will move first

- The player with the Squad 1 Bay from both teams moves first by rolling the Movement die
- The players from each team, after each Squad 1 moves, will move in the order by rotating to the left of Squad 1

SPECIALTY CARDS:

- Warp, Mine, Sweeper, Tractor, and Scout cards must be declared to the other Team **BEFORE** playing them or else the card will be only considered as a card with no specialty (*i.e. a Warp will only be valued as an Ace if not declared before playing it*)



Helpful Hint #2: Instead of blindly holding your cards facing down, like you would while playing the game War, hold your cards facing you like you would during any card game, such as Poker.



CORRECT

MOVING:

- a. Basic movement:
 - Roll the movement die (*if desired by the player in control of the Squad which just rolled, the player may move other Squads with any remaining movement*)
or
 - Play cards including:
 - ❖ Scouts: 3 & 4 (must be declared **AND** at the top card in player's hand)
 - ❖ Warp: Ace (must be declared, then the Warp action takes place, and the card is discarded)
- b. Special Movement:
 - Quad Storm: Squadrons can go into, out of, and through the Storms horizontally, vertically, and diagonally
 - Base:
 - ❖ Team's own base: Squadrons can go into, out of, and through the base horizontally, vertically, and diagonally
 - ❖ Enemy's base: Squadrons can only go into and out of the enemy's base horizontally and vertically (not diagonally)
- c. "Remainder" Movement: the difference between the winning attacking die and the defending die

- Obstacle: if one beats the Enemy's 8-sided die, they advance the remainder



Obstacle battle: The Wizards win since "3" is greater than "1"; the Wizard Squad 1 is now able to move two spaces out of the obstacle since the difference between "3" and "1" is "2"

- Quad Storm: if one beats the Quad storm die, they advance the remainder

*NOTE: Any instance of combat on the enemy will result in the inability to use any more of the movement, even if it had not been used. And, a team will lose their current turn and all actions that had been made if they make an error **OR** break any of the rules mentioned above.*

FIGHTING:

- a. Basic Combat:
 - Similar to the game War, the two players in combat flip their top card over. The player with the higher card "wins" and leaves that card in play, while the player with the lower card discards the card. This continues until one of the players wins or one of the players warps away
 - For ties, the 6-sided die is rolled by each team. If a team wins the die roll two **CONSECUTIVE**

times, that team wins the combat, and the other teams squad is defeated and placed on the correct Squad Bay

b. Special Cards:

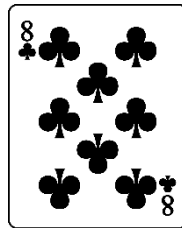
NOTE: as mentioned, cards will only be of number value, unless they are declared out loud (See Helpful Hint #2)



Shadows kill the Hero if attacking

Shadow: One-Eyed-Jack (kills the Hero, if attacking, does not get discarded)

- Sweeper: 8 (destroys one Mine per combat with enemy, does not get discarded)



Sweepers destroy one Mine per combat



Tractors stop a Flyby or kill a warp

- Tractor: Two-Eyed-Jack (stops a Flyby or kills a warp, does not get discarded)

NOTE: A Flyby is when a player attempts to escape combat by playing a card allowing the squad to move immediately (i.e. a player declares a Warp and moves 2 spaces to avoid combat)

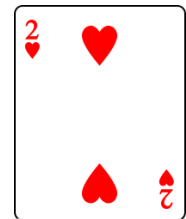


Transports replenish the Squad to the max of 5 cards

- Transport: 5 (replenishes the Squad to 5 cards and is then discarded)

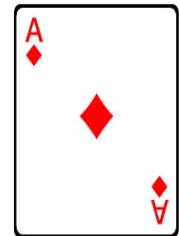
NOTE: a player can organize the new replenished ships gained by using the Transport

- Mine: 2 (destroys 2 ships, discard)



Mines destroy 2 ships/cards

- Warp: Ace (must be declared; move two spaces horizontally or vertically at any time, discard)



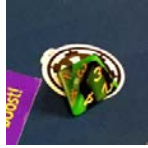
Warp allows the movement of 2 spaces horizontally or vertically

c. No Combat:

- There is no combat between players if a player executes a successful Flyby or is in the Quad Storm

THE QUAD STORM:

How to Win: upon entering one of the Quad Storm spaces, roll the movement die. If the number on the movement die is greater than the number on the colored die, that player wins. If not, they lose.



- a. Green: Boost
- Win: Draw an extra card/ship, reorganize cards if desired, no other movement is

Green Quad Storm die: If a player lands on this space, they would roll the movement die. If the movement die's value was greater than 3, in this case, that player would win, and gain an extra card

allowed

- Lose: stay there until next turn

- If a player either wins **OR** loses, the Squad Marker is placed on its side to indicate that the player attempted to gain an extra card/ship

*Note: each player only receives **ONE** attempt at the Green Storm. After that attempt, the Green storm is treated like a normal space.*



Yellow Quad Storm die: If a player lands on this space, they would roll the movement die. If the movement die's value was greater than 3, in this case, that player would win, and advance the remainder

- b. Yellow: Lose Turn

- Win: advance remainder (see bottom left column of Page 3)
- Lose: stay there, roll again before next move

- c. Red: Repairs

- Win: advance remainder
- Lose: return to any open Squad Bay



Red Quad Storm die: If a player lands on this space, they would roll the movement die. If the movement die's value was greater than 4, in this case, that player would win, and advance the remainder

- d. Purple: Lose Ships

- Win: advance Remainder
- Lose: the number rolled on the purple die indicates the number of cards/ships that must be discarded from that player's hand



Purple Quad Storm die: If a player lands on this space, they would roll the movement die. If the movement die's value was greater than 3, in this case, that player would win, and advance the remainder



The Quad Storm and the specialties of the colored dice (not pictured)