

GALAXY COMMAND

By Robert Bartelli

Galaxy Command is a 1 to 4 player card game playable in 15 to 45 minutes.

Objective: Survive and accumulate as many victory points as possible. Victory points are awarded for systems in your sector of the Empire at the end of the game, for technology that you researched, and for certain bonuses.

GAME CARD TYPES

All cards are numbered 1-54. Cards with a yellow number at the top right (cards 1-18) are used for the original* solitaire play. All System cards have four numbers at the bottom right corner and varies by card.



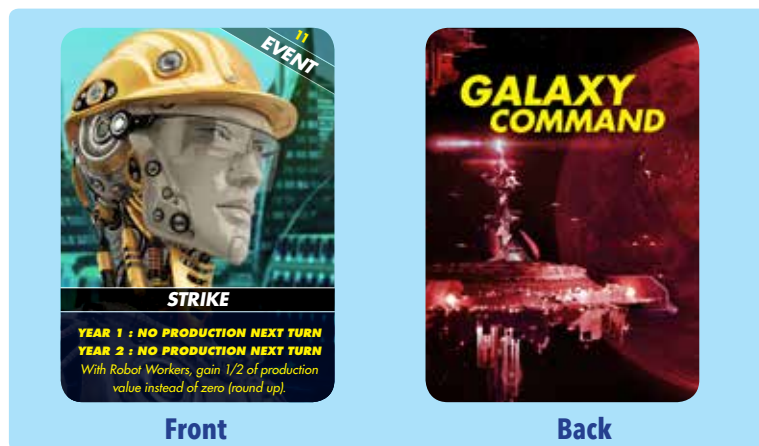
Near System: Place above the player mats.



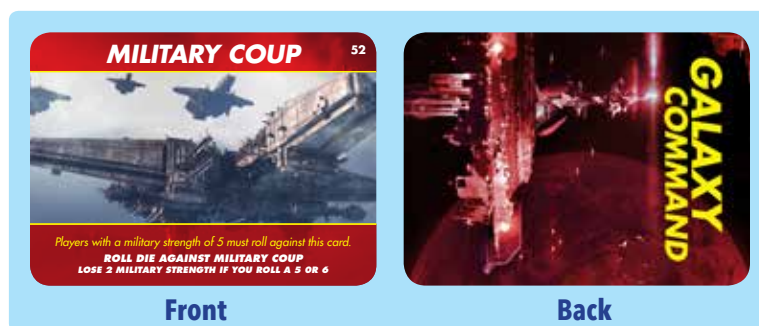
Distance System: Place above the Near System cards.



Event: Each card has a different event that will affect all players when drawn.



Red Alert: When drawn they must be played immediately. These cards are special Event cards. They only affect certain players when drawn. They do not count as the Event card play for this year. Play instead, the top Event card from the unused Event card pile as the Event card for this year.



SOLITAIRE AND MULTIPLAYER SETUP

Each player places a "Home" Mat and a Technology Mat in front of them. Each player selects a cube color and places their cubes on their player mat in the following spaces: 0 Metal Storage, 0 Wealth Storage, 0 Military Strength, +1 Metal Production and +1 Wealth Production.

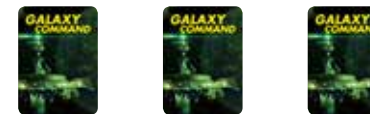


Separate the Near System, Far System, and Event cards into three decks, shuffle separately and place face down. Deal 6 near system cards face down for each player above the player Home and Technology Mats. Place 3 distant system cards face down above each player's near system cards. This grouping of cards is your sector. Players may not look at face down system cards. Deal 7 Event cards into a pile, this will be the events for Year 1.

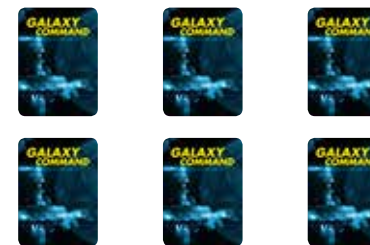
Place the remaining Event cards to the side as the unused pile to be used if a Red Alert card is played.

The youngest player starts first, then play proceeds clockwise. Each player completes their turn before the next player starts.

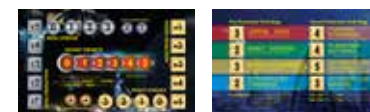
DISTANT SYSTEMS



NEAR SYSTEMS



PLAYER MATS



PLAYER TURN SEQUENCE

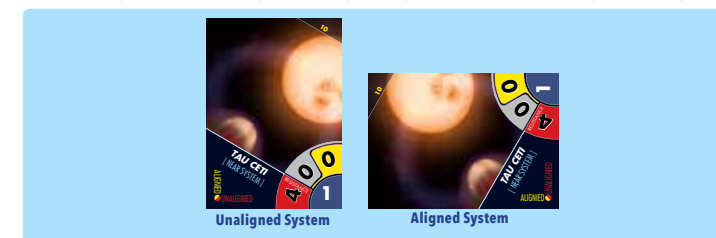
1. First choose one of the actions:
 - » Explore and Attack
 - » Conquer
 - » Bide time
2. Next Collect Metal and Wealth.
3. Then Build Military and Technology.
4. When each player has had a turn draw an Event card.
5. Repeat sequence of play until all Event cards are used for that year. At the end of Year 2, the game ends.

STEP 1 - CHOOSE ONE OF THE 3 ACTIONS

Explore and Attack: Turn over one of any of your near system cards to explore and attack it.

The system card you turn over will have a Resistance factor. Roll a die and add your current Military Strength. If the total is equal to or greater than the Resistance, you have *aligned* the system with your Empire. Turn the card horizontal so that the word "Aligned" is straight. If the aligned system grants metal or wealth, adjust your production level to reflect your total metal and wealth production.

If your Military Strength plus your die roll was less than the system's Resistance, your alignment attempt has failed. Reduce your Military Strength by 1. Your Military Strength



cannot be less than zero. The system is *explored*, but unaligned and not part of your Empire. The card remains vertical so the word "Unaligned" is straight.

You cannot turn over any distant system until you have acquired the Forward Starbase technology and all of your explored near systems are currently aligned with your Empire. This does not mean all near systems must be explored, just that all the systems that you have explored are aligned to your Empire.

Conquer: Attempt to align any explored but unaligned systems in your cards. Like Explore and Attack above this sequence is the same, except instead of turning over any unexplored system card, you may attempt to align one previously explored but unaligned system.

Bide Time: Do not turn over an unexplored system or attack a previously explored system; instead pass on your action opportunity. You do not add a new system to your Empire, but you also do not risk losing a battle and reducing your Military Strength.

STEP 2 - COLLECT METAL AND WEALTH

Add Metal and Wealth to your storage based on the production of your aligned systems. The production levels on the player mat show how much Metal and Wealth your systems produce per turn. Add these amounts to your storage on the player mat. The limit is 3 of each until you discover Interstellar Banking, after that the storage limit is 5. Any excess beyond your storage limit is wasted. After adjusting your storage level, if you have Interspecies Commerce, you may reduce your Metal storage by 2 to gain 1 Wealth, OR reduce your Wealth storage by 2 to gain 1 Metal. This can only be done once per turn and only during this phase.

STEP 3 - BUILD MILITARY AND TECHNOLOGY

The player may do either or both actions in either order:

Build Military: Reduce your Metal by 1 and your Wealth by 1 to increase your Military Strength by 1. *This can only be done once per turn; you can only increase your Military Strength by 1 each turn.* Military Strength is limited to 3 until you discover Capital Ships, and afterward it is limited to 5.

Discover Technology: Reduce your Wealth by the amount shown on the technology mat to gain that benefit for the rest of the game. For technologies on the same row, the left technology on the list must be discovered before you can progress to the second on the right. For example, you must

have Capital Ships before you can discover Forward Star Bases. Place a cube on that technology to show you have acquired it. *Only 1 technology may be acquired per turn.* The technologies are:

Capital Ships: Required for advancing Military Strength beyond 3.

Forward Star Bases: Required for selecting Distant Systems to explore and align.

Robot Workers: Receive ½ resources instead of zero during a strike event.

Planetary Defenses: Add +1 to your Resistance during invasion events.

Hyper Television: Add +1 to you Resistance during revolt events.

Interstellar Diplomacy: In the immediate turn after discovering this technology, the player may successfully explore-attack a system without rolling the dice, or conquer an unaligned system without rolling the dice. This may only be done once, on the following turn after discovery and it counts as a Explore/Attack/Bid Time action for the player.

Interspecies Commerce: The player may exchange Metal for Wealth or Wealth for Metal as explained in Collect Metal/Wealth section.

Interstellar Banking: Required for storage of more than 3 Metal/Wealth.

STEP 4 - DRAWING AN EVENT CARD

After all players have completed their turn, an Event card is drawn and applies to **all** players. The first player turns over the top Event card. If it is Year 1 read that section of the card; if it is Year 2 read that section of the card. Possible events are as follows:



Derelict Ship, Asteroid, Peaceful Colonization and Extract Resources: Add the resource shown to your storage. If the storage is at its maximum allowable level, the resource is not added and the event is ignored. Note that you cannot use the Interspecies Commerce technology during this phase.



Strike: Do not collect Metal or Wealth next turn. If you have the Robot Workers technology, collect half of each next turn instead of zero, round up.



Revolt: Select the system in your Empire that has the lowest Resistance. If there is a tie, choose randomly. Roll the die and add the Force shown on the card. If this result is less than the system's Resistance, the revolt fails. If the die roll plus the Force number is equal to or greater than the Resistance number, it now becomes an unaligned system and leaves your Empire. Turn the system card back to vertical to show it is unaligned, and if it provided Resources, adjust your production levels.

This system may be brought back into your Empire by executing a successful Conquer action during the beginning of your *next* turn. Add +1 to the system Resistance level if you have the Hyper Television technology. If you are in Year 1 and there are no systems in your Empire this event has no effect. If it is Year 2 and you have no systems in your Empire, your home world revolts and you lose the game.



Large Invasion, Small Invasion and Siren Leader: An opposing force is attempting to conquer one of your systems. Select the system that was last Aligned to your sector. Roll the die and add the Force shown on the card. If this result is less than the system's Resistance, the invasion fails. If the die roll plus the Force number is equal to or greater than the Resistance number, it now becomes an unaligned system. Turn the card vertical to show it is unaligned, and if it provided Resources, adjust your production levels. This system may be brought back into your Empire by executing a successful Conquer action

during the beginning of your the turn. Add +1 to the Resistance level if you have the Planetary Defenses technology. If you are in Year 1 and there are no systems in your sector this event has no effect. If it is Year 2 and you have no systems in your sector, your home world revolts and you lose the game.



Peace and Quite: No event, Nothing happens.

STEP 5 - END OF YEAR

If there are Event cards remaining, return to Step 1.

When you have used the last Event card during Year 1, and all players have completed their turn, shuffle all the used Event cards and the Event cards not dealt during year 1 together again. Deal 6 Event cards into a pile for the Events of Year 2. Resume the turn sequence of play. Once you have exhausted the Event deck in Year 2, and all players have completed their turn, the game ends.

PLAYER SCORING

At the end of the game add up your Victory Points to rank yourself for solitaire gameplay. Add every **aligned** system's victory points to your score, plus any bonuses that apply as stated below.

Gain 1 Victory Point for every technology you discovered. (If the cube is on first generation technology you gain 1, for cubes on the second generation technology, you gain 2).

Exploration Bonus: Gain 1 extra Victory Point if you have **explored** every system card (near and distant) in your sector, even if some are not aligned with your sector.

Scientific Bonus: Gain 1 extra Victory Point if you have acquired all the technologies.

Warlord Bonus: Gain 3 extra Victory Points if all of your system cards (near and distant) in your sector are aligned to your sector.

**The Original solitaire game only used 18 cards. You can however use the entire deck for a greater variety of cards in the solitaire gameplay.*

PLAYER RANKING

Player's Score	Rank
0-7	Demoted
8-12	Remain a Commander
13-14	Promoted to Captain
15-16	Promoted to Commodore
17+	Promoted to Admiral

MULTIPLAYER - HOW TO WIN

Each player is ranked like in solitaire, but all players win or lose based on how many Distant Systems are aligned. An average of 2 Distant Systems per player must be aligned to the Empire for the game to be considered won (ex. in a 3 player game, 6 Distant Systems must be aligned between all the players).

CREDITS

Game Design: Robert Bartelli

Game Development: Grant Wylie and Mike Wylie

Art Layout: Sean Cooke

© 2015 Worthington Publishing | worthingtonpublishing.com



Galaxy Command is responsible for exploring, colonizing and defending the Empire. It is divided into many sectors and **YOU** are a sector Commander. Your mission is to explore, attack and conquer the planets and systems within your sector and align them with the Empire. As sector Commander you must decide how to develop your resources and technologies to accomplish your missions. Balancing military strength, wealth and metal production will determine the means for carrying out this assignment. Failure to properly plan and execute these choices will result in disaster. Choose wisely and you and the Empire will advance far.