



GALAKTICO

SPACE...

distant galaxies, infinite vastness - one should think. But here, where three sectors of space converge, two to three spacefleets face each other, ready for battle, equipped with powerful weapons and shields. With subtle manoeuvres they try to invade into their neighbouring sectors and destroy an opponents space station.

AIM OF THE GAME...

At the beginning of a game the players equip their space ships with a powerful combination of weapon and shield cards. The proper combination of your equipment is crucial for the power of your space ships. When it is your turn you have to perform two actions. You can choose between three possible actions: **movement/combat, deploy a space ship, move a meteor**. When a combat takes place, weapons and shields are compared and the winner of the combat is revealed. The winner captures the opposing space ship and is rewarded with points.

The game ends either:

- when one player has reached 30 points
- or when a space station is destroyed
- or if all three *destroyers* of a player have been captured

The player with the most points wins the game.

To gain victory, you must use the powers and special abilities of your space ships in a clever way, explore the weakness of your opponents, use hyperspace jumps, meteor fields or gravity fields to your advantage, guard your space station (where the supply for your fleet is produced) and finally defeat your opponents fleets.

CONTENTS...

The space ships are handcrafted cast figures and should be treated carefully.

I **Gameboard**, consists of three sectors

24 Meteorstones

48 Figures, 16 in three colours:

3 x 1 space station

3 x 3 destroyers

3 x 3 space fighters

3 x 4 cruisers

3 x 5 scouts

54 Playing cards, 18 per player:

3 x 4 space ship cards

3 x 6 shield cards

3 x 8 weapon cards

30 Points

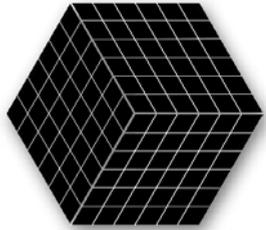
20 x 1

6 x 5

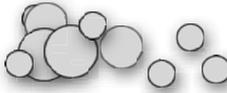
4 x 10

PREPERATIONS...

The GAMEBOARD is built up of the three rhombic parts, as shown in the picture (for 2 players as well).



The POINTS are placed ready for the game.



Each player chooses a colour and takes all 16 figures of the same colour:



Each player chooses a type of card with a specific backside (circle, hexagon or pentagon) and takes all 18 cards with that backside:

4 space ship cards, placed in front of each player



6 shield cards, as equipment for the space ships



8 weapon cards, as equipment for the space ships



Each player gets a bag for the hidden safekeeping of the **points**.

EQUIPPING SPACE SHIPS...

At the beginning of a game each player equips his space ships with shield and weapon cards. The equipment will be valid for the whole game and may not be changed within the game.

Space ships are equipped with weapon cards to boost their force in COMBAT: the stronger space ship captures the weaker space ship.

Space ships are equipped with shield cards to weaken their enemies weapon cards which then weaken the opponent space ships.

All players equip each of their 4 space ship types (*scout, cruiser, space fighter and destroyer*) with **ONE shield card and TWO weapon cards**, which are placed **frontside down** (=backside up) at the appropriate space ship card. The space station can't be moved, nor can it fight and it doesn't get any shield or weapon cards. The two spare shield cards of each player go back into the game box, they are not needed in this game.

WHAT SHOULD YOU KEEP IN MIND, WHEN EQUIPPING A SPACE SHIP?

There are four different weapon effects:

Laser, Quanten, Krypto and Impuls

Each shield completely blocks two weapon effects, but the other two effects penetrate the ship. So the shield of a space ship defines the force of opponent ships when a combat takes place.



ATTENTION! The coloured weapon effects on the shield cards penetrate, the other two (faded and with a shield) are blocked.

Each weapon has four effects. Each weapon effect has a force between 0 and 6. When a combat takes place, the shield of the opposing space ship blocks two weapon effects, the force of the two penetrating effects is added to the basic force of your space ship, resulting in the total force.



opponents shield	weapons of your space ship		your space ship
 <p>Quanten- and Impuls- effects are blocked by the <i>Wellen Absorber</i> shield, Laser- and Krypto-effects are penetrating.</p>	 <p>Krypto Projektil: Laser force 6 Krypto force 6</p>	 <p>Cryo Blitz: Laser force 0 Krypto force 5</p>	 <p>cruiser force 3 Kryptoprojektil 12 Cryo Blitz: 5</p>
	total: 12	total: 5	total force: 20

Each space ship type has a basic force, a maximum movement range and special abilities. Each player has 4 space ship cards. They show a space-ship type and are valid for all own figures of that type. The number of space ships is different for each type.



SPACE SHIPS...

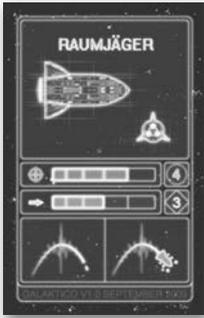


Destroyer
force: 5
movement: 2

special abilities...	
	Gravity field: disables hyperspace jumps for other players (see hyperspace jump).
	Meteors within the gravity field may be moved as an action.
	May destroy a space station of another player.



The **gravity field** consists of the space where the destroyer is standing on and all eight adjacent spaces. Opposing space ships cannot make hyperspace jumps to or from any of those spaces. Meteors within the gravity field may be moved as an action (see move a meteor).



space fighter
force: 4
movement: 3

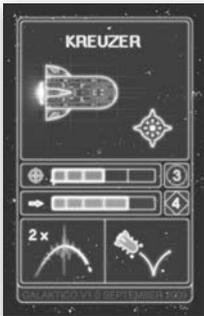
special abilities...



May perform **one hyperspace jump** per turn (see hyperspace jump).



May attack directly out of hyperspace (move on an opposing figure, unless the targeted space is protected by a gravity field).



cruiser
force: 3
movement: 4

special abilities...



May perform up to **two hyperspace jumps** per turn (see hyperspace jump)



May move on after a victorious combat (also hyperspace jumps), but only up to the maximum movement range. May not attack twice.



scout
force: 1
movement: 5

special abilities...



May fly through meteor fields, but cannot end a move on meteors.



Gets a **bonus of +3 on force**, when attacking an adjacent space **directly** out of a meteor field. Thus, a *scout* has to fly through a meteor field and from there directly onto an opposing space ship, to get the attacking bonus.

SET UP...

Each player chooses a space sector and places **8 meteors** and his *space station* as shown below. Two player game: in the third sector meteors are placed as well.

Each player places the following space ships on any of the marked spaces (one space ship per space) :

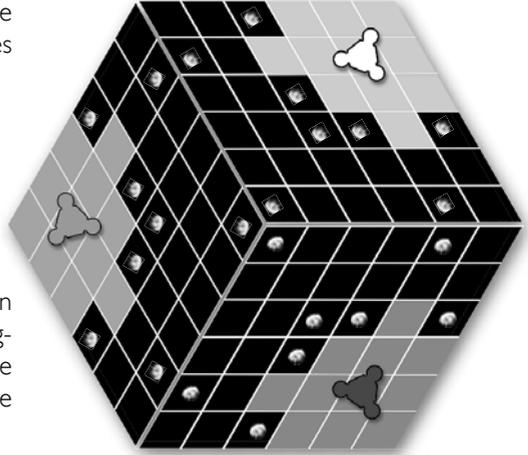
1 destroyer

1 space fighter

2 cruisers

3 scouts

Remaining space ships are placed in front of each player as a supply. Throughout the game space ships from the supply may be deployed on the space station.



The set up is made by covering your sector while placing your space ships, so that the other players cannot see, how you place your space ships.

WHAT SHOULD YOU KEEP IN MIND, WHEN PLACING THE SPACE SHIPS?

Each type of space ship and the space station have different abilities, which should be used in a clever way (see space ships).

The *scout* e. g. has a range of 5 and is able to penetrate the opponents forces when placed properly.

Cruiser and *space fighter* can make a sneak attack by using their ability of hyperspace jumps.

The *destroyer* can defend your ships against attacks from hyperspace with his gravity field.

The *space station* has a gravity field as well, which acts as a defense mechanism against attacks from hyperspace.

HOW TO PLAY THE GAME...

The player left to the most impatient player starts, the other players follow clockwise. **Each player has to perform two actions, when it is his turn.** You can choose between the following actions:

movement / combat: Move a space ship according to its maximum movement range. A combat takes place, when you move your space ship onto an opposing space ship.

deploy a space ship: On your own space station you can deploy a new space ship from your supply. A space ship is inactive until it is moved from you space station.

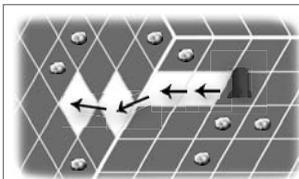
move a meteor: In your own sector or within the gravityfield of any of your own destroyers you can move a meteor by one.

MOVEMENT / COMBAT...

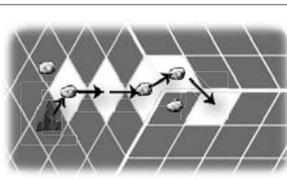
The **movement range** of a space ship shows the maximum up to which any space ship of that type may be moved. Each space ship may be moved only once per turn. A space ship can **move along free spaces only**, meteor fields cannot be passed by normal space ships (*cruiser*, *space fighter* or *destroyer*), only the very small *scouts* have the special ability to fly through meteor fields, but they cannot end a move on a meteor field.

NORMAL FLIGHT...

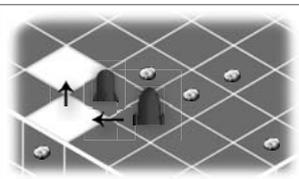
- You can move in any direction.
- You can move diagonal.
- You can cross the borders of the space sectors.
- You can move into opposing gravity fields.



The *cruiser* has a movement range of 4 spaces



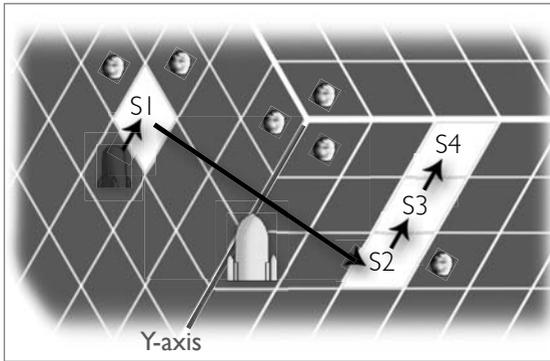
The *space fighter* has a range of 5 and may cross meteor fields



The *destroyer* can only move around the *cruiser*

HYPERSPACE JUMP...

- is a special ability of *cruisers* and *space fighters*.
- A *space fighter* can make one hyperspace jump and a *cruiser* can make up to two hyperspace jumps as part of their movement.
- counts as one movement step.
- When performing a hyperspace jump the axis, which separate the three space sectors, serve as a mirror which reflects the actual position of the space ship into another sector.
- You are only allowed to reflect on spaces that are not occupied (EXCEPTION: the *scout* can attack directly out of hyperspace by reflecting on opposing space ships).
- The gravity field (an ability of *destroyer* and *space station*) blocks hyperspace jumps from all space ships, other than yours. The opposing space ships are not allowed to perform hyperspace jumps neither in nor out of a gravity field.

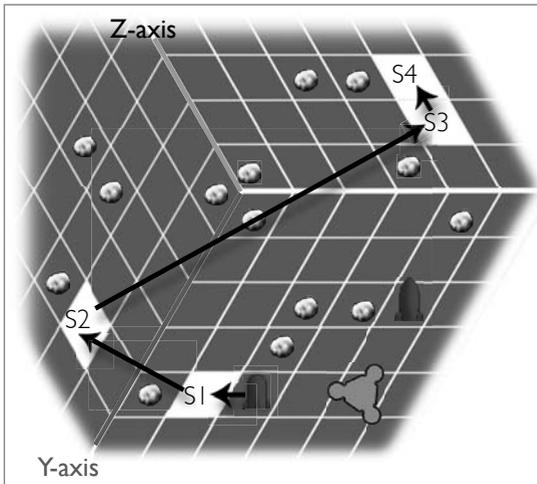


The *cruiser* has a range of 4 spaces

step 1: move to S1 (normal flight)

step 2: move from S1 to S2 (hyperspace jump: reflects across the Y-axis into the sector)

step 3 and 4: move from S2 to S4, passing over S3 (normal flight)



The *cruiser* may perform up to two hyperspace jumps per turn.

step 1: move to S1 (normal flight)

step 2: move from S1 to S2 (hyperspace jump: reflects across the Y-axis)

step 3: move from S2 to S3 (hyperspace jump: reflects across the Z-axis)

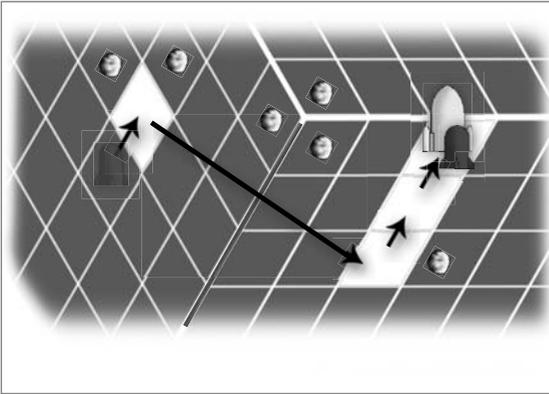
step 4: move from S3 to S4 (normal flight)

COMBAT...

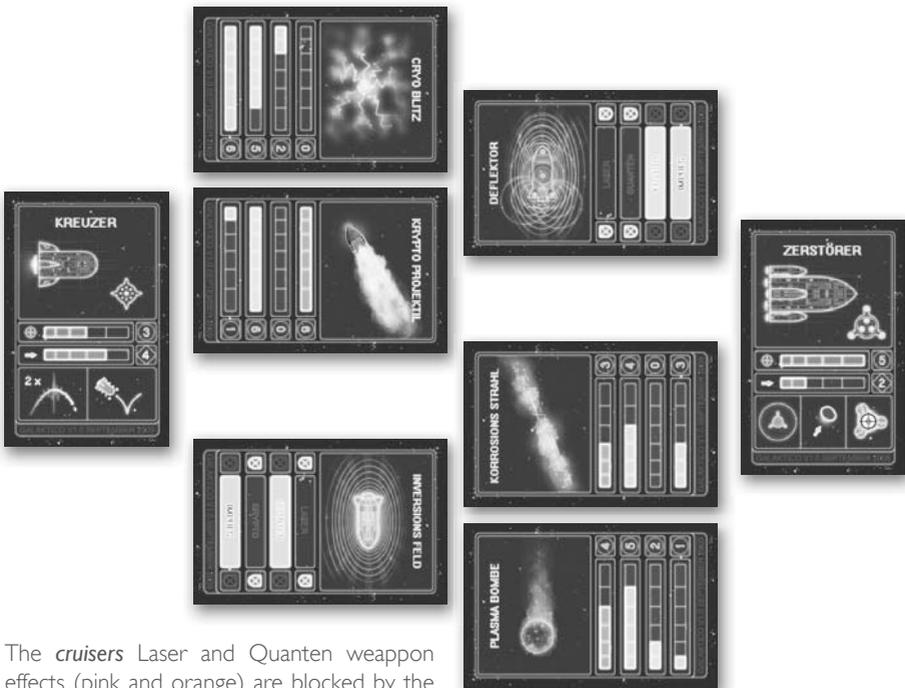
When a player moves a space ship onto an opposing space ship, a combat instantly takes place and the space ships movement ends (EXCEPTION: the *cruiser* may move on after a victorious combat (hyperspace jumps included), but only up to the maximum movement range. May not attack twice).

Now both players show the weapon and shield cards of their fighting space ship in order to find out which space ship is the strongest in this combat. Therefore both players place their cards face up card to card and good visible for all players on the table. Comparing shields and weapons results in the weapon force of both space ships in this combat. The basic force of each space ship is added to its actual weapon force, resulting in the total force.

The space ship with the higher total force wins the combat and captures the opposing space ship. The winner places the captured figure on the space ship card of the victorious space ship and is rewarded with **points** for his victory (see points).



The dark *cruiser* could reach the light *destroyer* in 4 steps. The hyperspace jump (step 2) is possible, because it is situated outside the *destroyers'* gravity field. Now combat takes place. The dark player shows shield and weapon cards of his *cruiser*. The light player shows shield and weapon cards of his *destroyer*.



The *cruisers* Laser and Quanten weapon effects (pink and orange) are blocked by the *destroyers* shield (in this example the DEFLEKTOR). Krypto and Impuls effects (green and blue) penetrate. The resulting force is:

Cryo Blitz: 5+6 = 11

Krypto Projektil: 6+1 = 7

basic force cruiser (Kreuzer): 3

total force: 11+7+3 = 21

The *destroyers* Laser and Krypto weapon effects (pink and green) are blocked by the *cruisers* shield (in this example the INVERSIONSFELD). Quanten and Impuls effects (orange and blue) penetrate. The resulting force is:

Plasma Bombe 5+1 = 6

Korrosions Strahl: 4+3 = 7

basic force destroyer (Zerstörer): 5

total force: 6+7+5 = 18

The dark *cruiser* (force 21) wins the combat and captures the light *destroyer* (force 18).

When there is a tie, both space ships are captured and placed on the others players space ship card. Both players are rewarded with points.

ATTENTION! The *scout* gets a bonus of +3 on its basic force when attacking directly out of a meteor field (see space ships). So it could beat some space ships by using his bonus, which it otherwise wouldn't defeat.

POINTS...

In the end of the game, the player with the most points wins. You are rewarded with points for winning a combat. How many points you are rewarded with depends on how many combats the defeated space ship type already has won, which you can see by the number of captured space ships on its space ship card. You get one point for each space ship already captured by the defeated space ship. The more combats a space ship type has won, the more attracting it is for opposing players to beat such a successful space ship and earn lots of points. When a space ship type has not captured any opposing space ship yet, you are still rewarded with one point for defeating such a space ship.

The player who ends the game, is rewarded with 5 points (see end of game).

When a player destroys a space station (by moving a *destroyer* onto it) he is additionally rewarded with one point for each inactive space ship of the payer whos space station was destroyed (see deploy/space station).

Points have a count of 1 (20 x), 5 (6 x) and 10 (4 x). Earned points are kept hidden in each players bag.

<p>On the <i>destroyers</i> card of the grey player are standing three captured space.</p> <p>Defeating a grey <i>destroyer</i> is therefore rewarded with three points.</p> 		<p>On the <i>scouts</i> card of the violett player is no captured space ship placed yet.</p> <p>Defeating a violett <i>scout</i> is rewarded with one point.</p> 	
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DEPLOY A SPACE SHIP...

You can deploy a space ship from your supply on your space station. The space ship can be moved in the same turn, if you still have the second action left. You may deploy a space ship only when no other space ship is standing on your space station, thus a deployed space ship has to be moved from the space station before the next space ship can be deployed on your space station. All space ships in your supply are inactive. A space ship, which is still standing on your space station is also inactive (it is still in „production“). When a player destroys a space station he is rewarded with one point for each inactive space ship of the opposing player (+ 5 points for ending the game, see end of game).

SPACE STATION...

On their space station players can deploy new space ships from their supply. The space station can't be moved. The space station has a gravity field, similar to the *destroyer*, which acts as a defense mechanism against opposing hyperspace jumps. The space station can't be attacked by any opposing space ship except the *destroyer*, who destroys the space station without combat by simply moving onto it (see end of game). If a space ship is standing on the space station, it is inactive and is destroyed without combat as well, giving you a reward of one point (see points).

gravity field of a space station



MOVING A METEOR...

In your own space sector you may move a meteor one space in any direction to an adjacent free space. Meteors in opposing space sectors can't be moved. EXCEPTION: Meteors in a **gravity field** of one of your *destroyers* may be moved no matter which sector they are placed in (even out of the gravity field). Moving a meteor is an action (it is not an action of a specific *destroyer*, even if the presence of a *destroyer* is needed in opposing space sectors).

WHY DO YOU MOVE METEORS ?

Meteors can't be crossed by any space ship (except *scouts*!). You move a meteor in order to:

- clear a space so you can move your space ships through it.
- block a space for opposing space ships.
- prepare an attack through a meteor field with a *scout* (*scouts* get a bonus of +3 when attacking out of a meteor field).

END OF GAME...

The game ends either

- **when a player has reached 30 points by winning enough combats.**
- **or when a space station of one player is destroyed.**
- **or when all three destroyers of one player have been captured.**

The player who ends the game is rewarded with 5 points. All players count their points. The player who has the most points wins the game!

GALAKTICO...

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