

ONE DECK GALAXY: 4 PLAYER RULES

v1.0 2/15/2023

SETUP

First, form the General Supply:

14x Blue, Yellow, Magenta Dice

10x Black dice

20x Tech Disc

7x Starbase Disc

80 Card Galaxy Deck (Shuffle both together)

Each player chooses a Homeworld and Society, and the players choose two Adversaries to face. Two Class-1 Starbases are used, and the table is set up as shown in the diagram to the right. Starbases and Adversaries are in opposite corners. Each pair of players will share a Starbase or an Adversary, and a 2-card section of the Discovery Zone.

The majority of gameplay remains the same. Special Rules:

ACTION PHASE

When gathering, if there are not enough dice of a color or tech discs, the players all decide together how to allocate the dice/discs.

Like in a 2P game, a pair of adjacent players can each contribute one die to create a black Ultratech die. Those two players choose which receives the die.

DISCOVERY ZONE

The Discovery Zone has 8 cards instead of 4, but they are split up into mini-zones of 2 cards each, between each pair of players. For each player, their Discovery Zone (for milestones, techs, dice placement) are the 4 cards / slots that are adjacent to them.

ADVERSARIES

Each Adversary and their rules and events affect the two players adjacent to them, a Discovery Zone comprised of the two cards in front of them and the two cards at the corner to their right, and the Starbase to their right.

During Setup, shuffle each Adversary's events (except the Hungry Nebula) and place them in face-down stacks next to the Galaxy Deck. When the deck is reshuffled, set aside an event for each Adversary (or exile a Swell effect for the Nebula). For each event (or swell) not present, the players are Overwhelmed.

SPENDING FLEETS/SCIENCE

When a player would spend Fleets or Science for any purpose, that player rotates or discards the appropriate cards from the Starbase adjacent to them, then places a Starbase Disc or resolves whatever effect (Tech cost, Milestone, Adversary rule or Event, etc) required the expenditure.

Importantly, this means that either Starbase can be used to spend Fleets/Science toward paying for either Adversary's events and effects.

OVERWHELM

If the players are Overwhelmed, an Adversary Disc can be spent from either Starbase to prevent it.

WINNING

To win, the players must remove the 4th Adversary Disc from both Adversaries during the same Results Phase. The final Disc cannot be removed from an Adversary otherwise.

