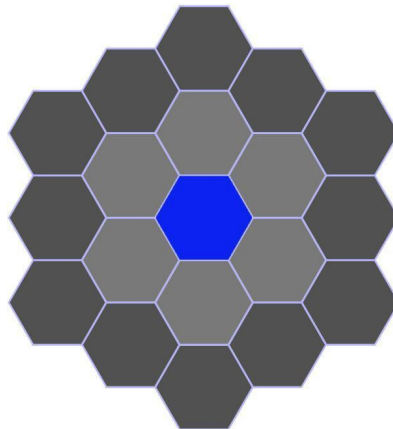


Galactic Foundry

- **Game Objective:**
 - Defeat the opponent's Core planet.
- **Game Components:**
 - Core Planet:
 - Tile cards: x18
 - Economy Scales:
 - Technology Trees:
 - Attack Fleet
 - Defense Fleet
 - Coin: x5
- **Setup:**
 - Each player starts by placing their Core planet on the table with room for two surrounding rings of hexagons.
 - Surround the Core planet with face down tile cards creating a ring around the core planet. Surround the first ring of tile cards with more face down tile cards creating a second ring around the first.



- Economy scales are placed on the right side of the playerboard.
- The technology tree is placed on the left side of the playerboard.
- Set attack and defense fleets on any side of the playerboards.

- **How to Play:**

- Players flip a coin or decide between themselves who goes first.
- Each player starts the game with one Defense ship inside the defense fleet. Place a coin on the Defense Fleet in the first spot.
- Players begin the game with the resources from their Core Planet.
 - The Core Planet dictates the amount of resources produced at the start of the game. Ie: 5 Credits, 3 metals, and 2 Crystals.
 - Place coins on the Economy of Scale player board to keep track of these numbers.
 - Each turn players start with the produced resources the playerboard dictates (add the additional resources from colonies and tiled cards to the economy scale as they are explored and colonized).
- Resources: There are 3 resources
 - Credits
 - Metals
 - Crystals
 - These do not carry over to the next turn! Use it or lose it
- Each round the player get 3 actions
- Actions:
 - Explore
 - Research Technology
 - Manufacture Ships
 - Ships cost 2 Credits & 1 metal per ship.
 - Attack Ships
 - Defense Ships
 - Attack Enemy Planet (Slip Stream Tech Researched)
- Combat Breakdown
 - First announce that you are attacking
 - Fleets face 1 ship at a time.

- 1 attacker to 1 defender
- Attackers roll 1 six sided dice per ship.
- Defenders roll 1 six sided dice per ship.
 - Defenders win tie
- Continue rolling 1 dice for each ship until either the attacker or defender no longer has any ships left.
- Leftover attacking ships deal damage to the core planet.

- Example: Attacker/ Defender

- Attacker: 1 ship = 1 Dice rolled
- Defender: 1 ship = 1 Dice rolled
- Compare the highest rolls. If the attacker's roll is higher, the defender loses one ship. If the defenders roll is higher attackers loses one ship
- Leftover attacking ships deal a base damage +1 to the core planet and are destroyed afterwards.

- **Rules:**

- Players begin with one defense corvette.
- Players can take 3 actions per turn.

- Actions:

- Explore: Players can explore adjacent facedown tiles by using an action point and flipping them over. Tiles remain face up after exploring.
 - Colonize: Certain tile cards have ideal locations for outposts and colonies as indicated by (colony icon). Colonizing cost resources (determined by card stats) but also increases the players economy scale for the next turn and every turn after.
 - Research Technology: At the cost of one action, the player can select a technology and pay for its development. (note: Must have the prior technology researched)

- Manufacture ships: 1 action at the cost of 2 Credits 1 metal per ship.
- Zero G Manufacturing: Allow the player to build 3 ships per action spent at the cost of 6 credits and 3 metal.

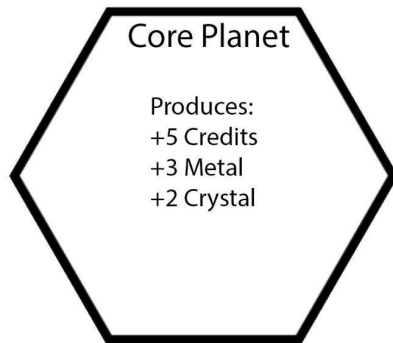
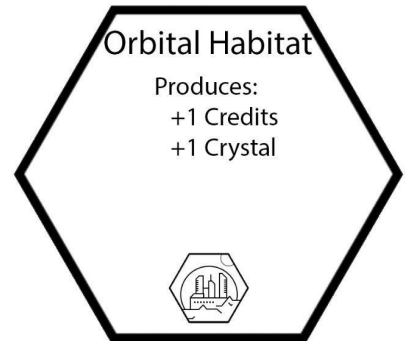
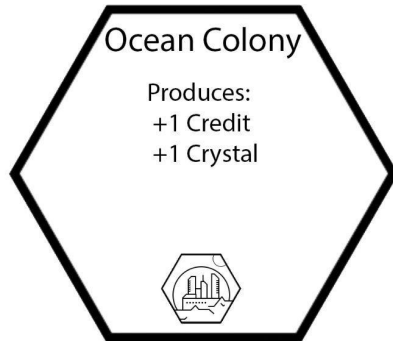
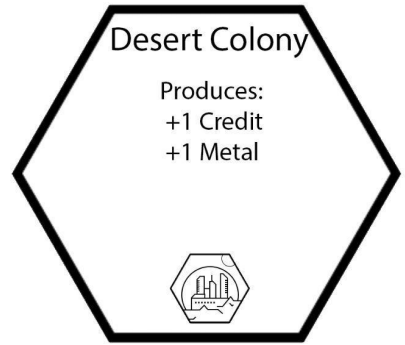
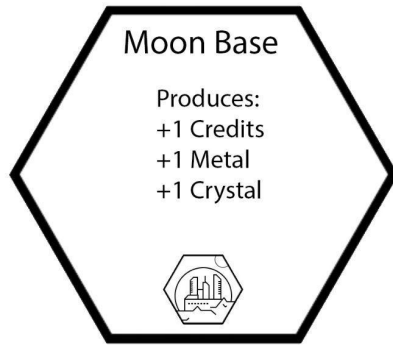
■ **Combat:**

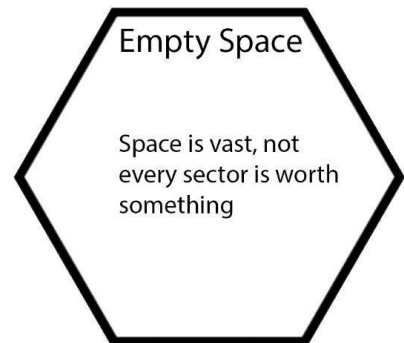
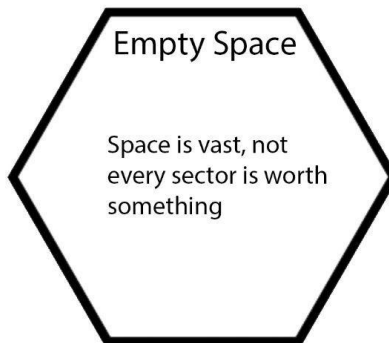
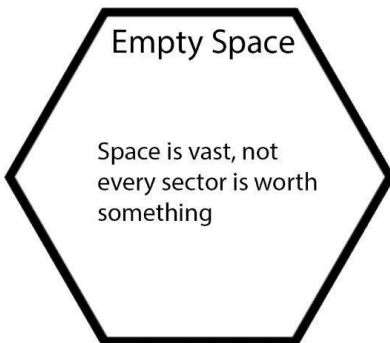
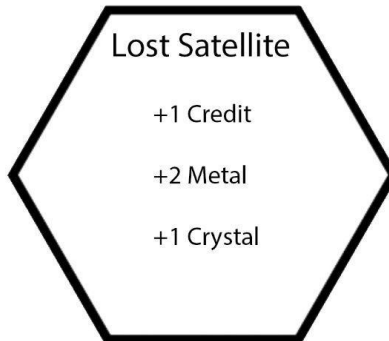
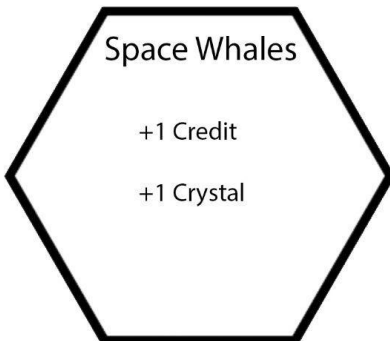
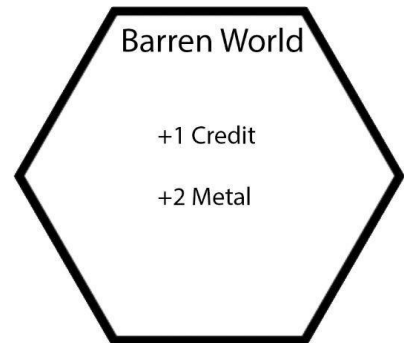
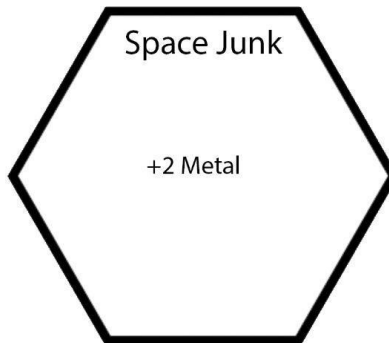
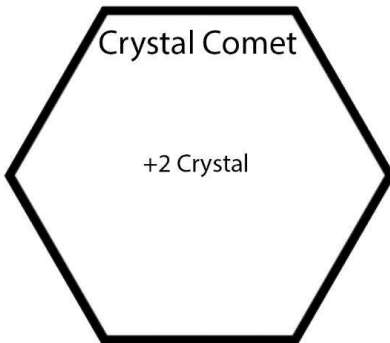
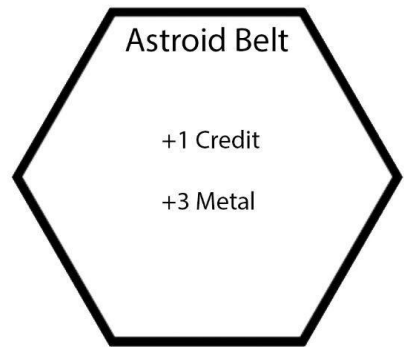
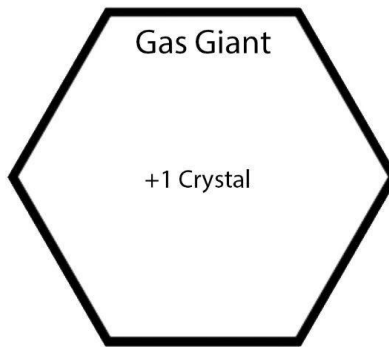
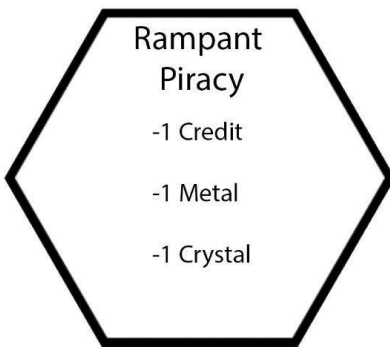
- Players can not initially attack each other. Players can only attack each other once the technology Slipstream has been researched on their technology tree.
- Attacker have two 6 sided dice
- Defender has three 6 sided dice
- Attacking ships attack the opponent's defending ships. When a player has no more defending ships, damage is dealt to a player's core planet.
- Once 10 points of damage have been dealt to a player's core planet the game is over.

■ **Technology Tree:**

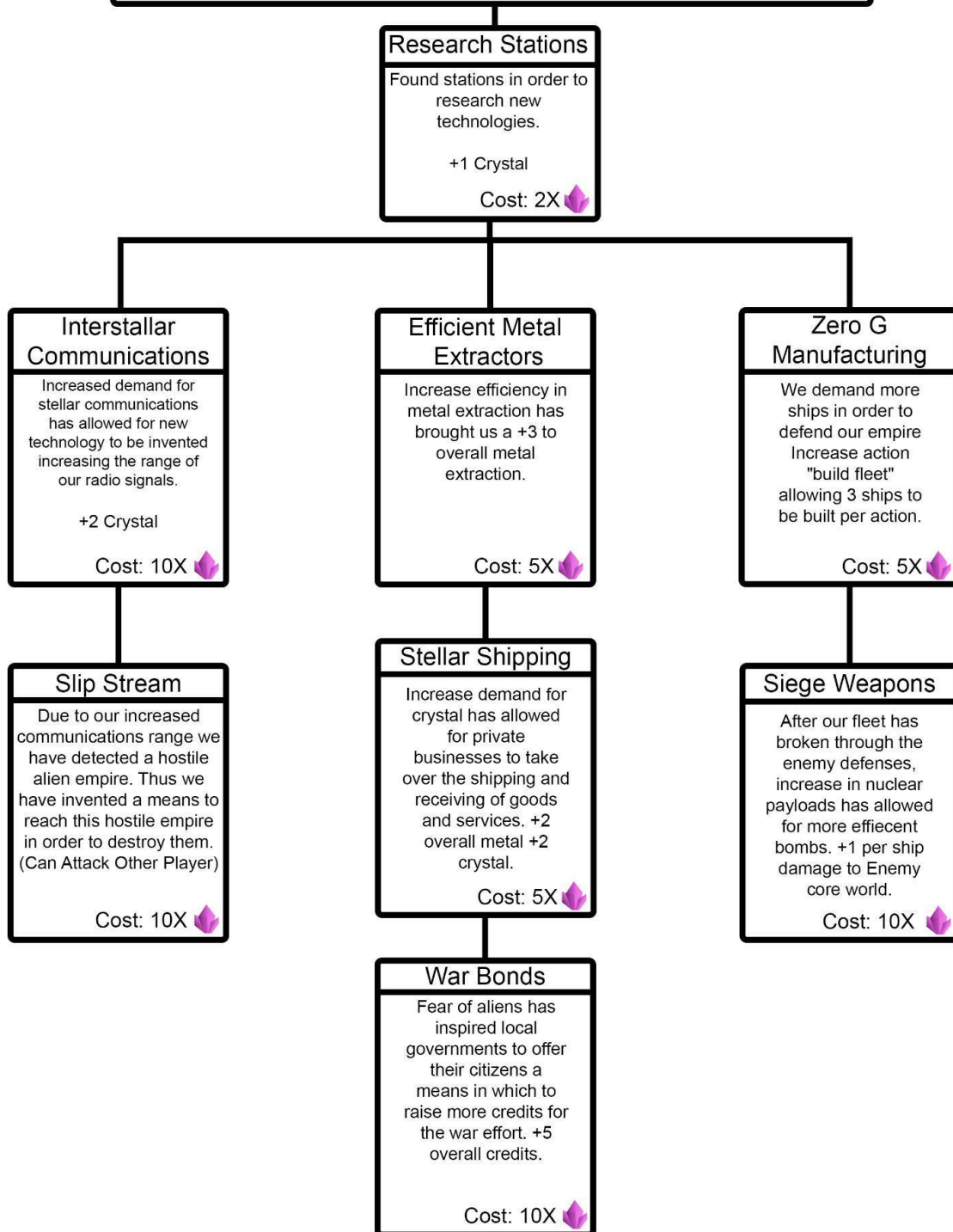
- Technologies can be purchased with crystals.
- At the start of the game players have not yet discovered each other.
- In order for players to be able to discover and reach their opponent they must research "Interstellar Communication" and "Slip Stream"
- In order for players to be able to attack their opponent they must build an attack Fleet and declare an attack.

• **Visual:**



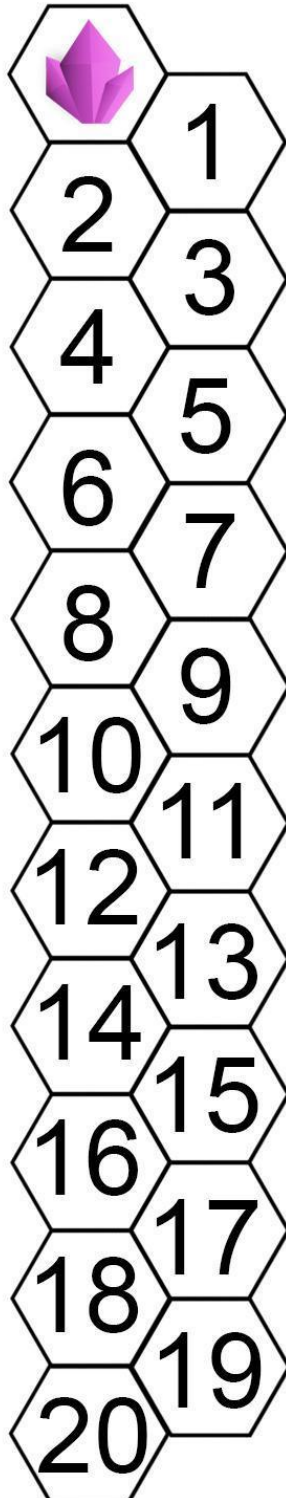


Technology Tree

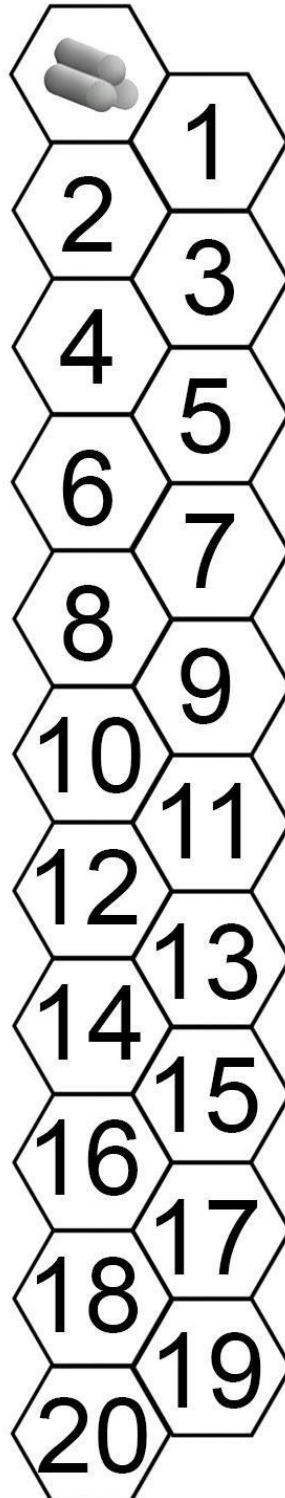


Economy Scales

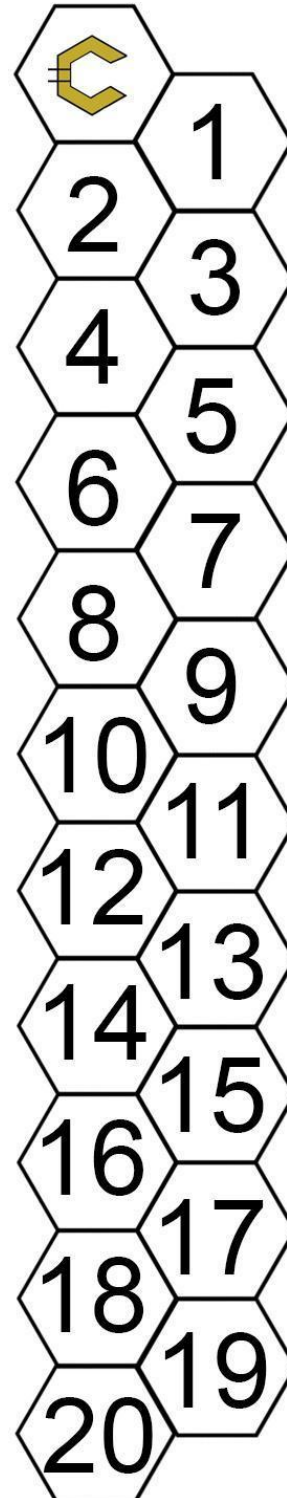
Crystal



Metal



Credits



Ship Cost

 x2

 x1

