

Galactic Rollers Rules






Story and Objective: The Admiral is very busy. She's been tasked with taking over yet another galaxy for the empire...that's the third this year! That's why she's turned to you, her Strategy Clerks, to plot out the fastest way to gain control the galaxy by taking over all 10 planets through settling, conquering, and trading. Whoever plans the most efficiently will be promoted to Junior Admiral!

Components:

5 colored custom dice; 3 red dice; 1 cloth bag; 8 pairs of differently colored space ship pieces; quick start and advanced player sheets; pencils

Quick Start Set-up (Recommended for your First Game):

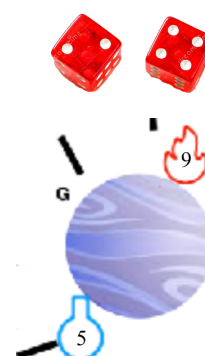
- 1) **Players:** Give each player a Quick Start player sheet, pencil, and two space ships.
- 2) **Dice set up:** Place the 5 custom dice into the bag and set the 3 red D6 in the middle of the table.
- 3) **Starting position:** Each player now takes their two starting space ships and determines where they want to put them. Each ship has to be on a different planet. Players should make this decision based on their desired strategy and technologies available on the planets.
- 4) **Starting resources:** Each player gets 6 starting resources and can assign them to any of the five categories (Settle, Conquer, Trade, Move, or Research.) You can assign as much or as little to any resource, but it is recommended you do get multiple resources. It is recommended players should also invest some into Movement. **Example:** player has chosen to put 1 into settle, 3 into trade, and 2 into movement. They did not assign any resources to conquer or research.

	Settle: cost 3 Techs: Recru
	Resources: 1
	Conquer: roll Techs: Space
	Resources:
	Trade: cost 1 Techs: Merc
	Resources: 3
	Move: cost 1 Techs: Starg
	Resources: 2
	Research: (c Techs: Rese
	Resources:

Variable Set-Up (For Experienced Players):

To enhance replay-ability, there's an advanced set-up option to randomize technologies and military defense found on each planet. Give each player an Advanced player sheet (with blank beakers and flame symbols;) then:

- **Defense set-up:** Assign starting defense values to each planet (the flame in the upper right). These values will be the same for all players. One player rolls red dice equal to the planet's size (one for small planets, two for medium, three for large planets) and adds it to the number of connections into a planet.
- **Technology set-up:** Players now assign technologies to planets (the beaker in the lower left). These values will be the same for all players. One player picks a random number between 1 and 10. The resulting number indicates where the technologies start. From here, they will go up according to the alphabetical order and loop back to A.



Example:
 Planet G (a medium-sized planet), 2 dice are rolled (2 and 4 are the results), then add 3 to the value (because of 3 connections). $2 + 4 + 3 = 9$: this is G's defense value.

If a three is chosen, technology 1 (Recruit) can be found on planet C; technology 2 on D; 3 on E; 4 on F; 5 on G, etc.

Playing:

Each turn, one player will pull a die from the bag and roll it, and then announce its color and value. Play is simultaneous. Each die offers players a choice to either:

- A) **Take resources:** write in the number of resources on the die onto the corresponding spot on your player sheet. Each die has three faces with 1 resource, two with 2 resources, and one with 3 resources. To take resources, simply write the number. If there was a number previously, cross it out and add it to the new value. (Note: it is not recommended to use tally marks.)
- B) **Take action(s):** spend resources and take the action(s) that corresponds to the symbols and color of the dice. To spend resources, subtract from your total of that resource, cross out the previous number, and write the new total. Actions are explained on the next page.

General rules when taking actions:

- You must be on a planet to take an action and research there. (This rule may be broken by technologies you acquire.)
- You can take the same action as many times as you have resources to spend.
- Actions always require at least one resource to be spent no matter the technologies you have.

Round end: The round is over when all dice have been pulled from the bag. Players each mark which planets they took control of this turn (if any) at the bottom of the sheet. Additionally, they announce their progress to the rest of the group. Then, return dice to the bag, hand the bag clockwise for a new player to roll and call, and start a new round.

Game end:

You win if you are the first to successfully take over all 10 planets. When this happens, play stops immediately (the round is not finished) and that player is promoted to Junior Admiral.

Ties: If multiple people do this at the same time, whoever has the most resources left is the winner.

Additional Play Options:

Playing over tabletop simulator: Write on the table to mark taking control of planets and trade routes. You can either write directly on the table or use counters on the right to keep track of your resources.

Playing over video chat: To play over video chat, one player must have a copy of the game and will film the dice rolled. Other players print off player sheets, find tokens to represent space ships, and get a couple D6s to roll when conquering planets.

More players? Galactic Rollers can play unlimited number of players; extra players simply print off player sheets, find two tokens to represent their spaceships, and get pencils to mark their sheets.

Actions:

Settle: take over a planet by settling it. Spend resources (3/5/7 for small, medium, and large planets) and now draw on the planet a "house" in order to indicate it is taken over.

Conquer: take over a planet by conquering it. To conquer, players choose to gamble how many dice it will take them to exceed the defense value of the planet (in the flame). Once they have crossed out the resource(s), they take a number of red D6 equal to resources spend and roll the dice to attempt an exceed its defense value. The game comes with 3 shared D6s, though more may be used to attempt a conquer (just keep track of your total value). If you are successful, draw a flame on the planet.

Trade: take over a planet by making it economically dependent on you (by building trade routes). When players take the trade action, spend resources and draw dollar symbols (\$) on the dashed lines connecting planets. You must be able to complete the entire trade route. You take control of a planet via trade when the majority of the routes surrounding it have finished trade routes. When this happens draw a \$ symbol on the planet. It is possible that you will draw connections so as to take over multiple planets on the same turn.

Move: move between planets but must always stop your movement on a planet. To do so, spend the resources indicated on the dashed line and move your spaceships between the planets. You may move one or both ships between multiple planets.

Research: research the technology of a planet indicated in the beaker. To do so, spend the required resources (indicated by the number) and then circle the technology on the list on the bottom of the player sheet and next to the action and resource tracker. You get a discount of 1 per previously completed research.



Techs: **Recr**

Resources:

~~3~~ 2

Example: It costs 5 to take over planet medium sized planet A

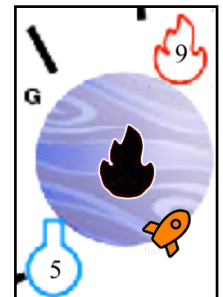


Techs: **Spar**

Resources:

~~3~~ 0

Example: Player attempts to conquer G. They spend three resources to roll 3 dice. They get a 4 + 4 + 2 = 10. This exceeds the planets defense of 9

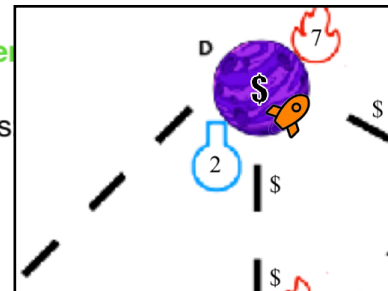


Techs: **Mer**

Resources:

~~3~~ 0

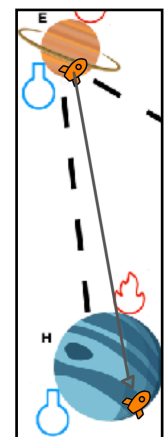
Example: Player takes over planet D with trade. They spend three resources to mark off connections and now have the majority of routes completed.



Resources:

~~4~~ 1

Example: player spends 4 resources to move a rocket ship 4 spaces from planet E to H

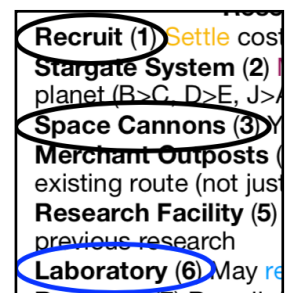


Techs: **Rese**

Resources:

~~6~~ 2

Example: player wants to research Laboratory. They have previously discovered 2 techs so therefore Laboratory cost them 4 instead of 6

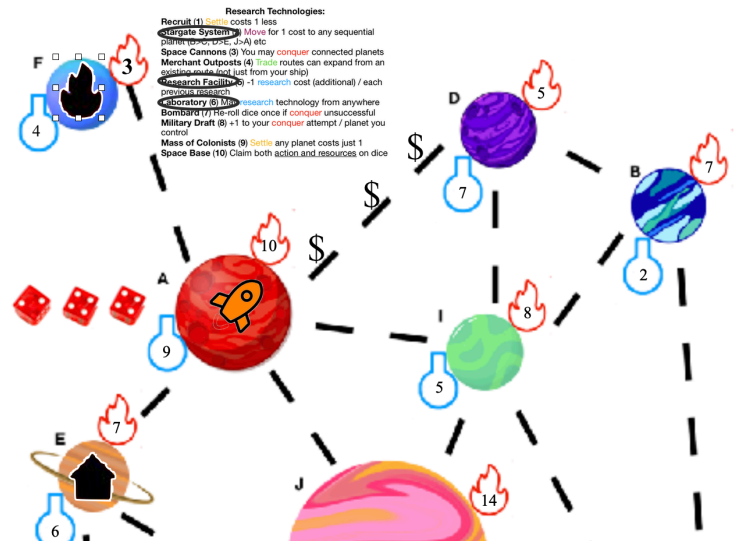


Technologies:

- **Recruit (1):** Settling costs 1 less. So small planets now require 2, medium 4, and large 6 resources to take over. **Example:** on planet A you could now settle it with just 4.

- **Stargate System (2):** You can “hop” around the galaxy. For a cost of 1 movement resource, you can hop to the next sequential planet alphabetically (B>C, D>E, etc. this also loops back to the first planet J>A. You may hop to multiple planets in the same turn, even with the same ship; however, you cannot go backwards through a Stargate (C>B). **Example:** on planet A, you could spend 1 resource to hop to planet B.

- **Space Cannons (3):** Use this technology to conquer planets connected to where one of your ships currently is. You may use this to attempt to conquer multiple planets in a single turn. **Example:** from planet A, you could attempt to conquer D, I, or J.
- **Merchant Outposts (4):** Trade routes can expand from an existing trade route. **Example:** from planet A, you could continue trade route A > D not to D > B.
- **Research Facility (5):** Each previously researched technology now offers you an additional discount for each future technology you research. **Example:** on planet A, you have Stargate System, Research Facility, and Laboratory. Normally, if you wanted to research “9 Mass of Colonists,” it would be discounted by three and cost 6. Since you have Research Facility, it would be discounted by six and cost 3.
- **Laboratory (6):** You may research technology anywhere. Thus, you no longer have to be on a planet to research the technology there.
- **Bombard (7):** You may re-roll all dice once if an attempted conquer is unsuccessful. **Example:** on my first roll to attempt to conquer planet A, I rolled 2+4+4 = 10. This did not exceed the planet’s defense and was therefore unsuccessful. After the first roll, I could re-roll all dice to try again.
- **Military Draft (8):** Each planet that you have taken over (through any means) adds +1 to your any future conquest attempts. **Example:** I have control of two planets, E and F. This means that if I roll 2+4+4 = 10, as in the previous example, I add 2 more 2+4+4(+2) = 12 and am successful.
- **Mass of Colonists (9):** Settle any planet now for a cost of only 1. (Even if you have Recruit, it still costs 1 to settle a planet.) **Example:** normally, planet A would cost 5 to settle since it’s a medium sized planet. If I have mass of colonists, it only costs 1.
- **Space Base (10):** Each turn, when a die is rolled you may claim both the action associated with it and the resources on the die (in either order).



Example for technologies on this page.