ONE·DECK· GALAXY

GALAXY GUIDEBOOK

v1.1

GAME BY	CHRIS CIESLIK
ART DIRECTION & GRAPHIC DESIGN	ROBERT SIMMONS ALANNA CERVENAK
ART & ILLUSTRATION	SAM "CROWBAR" HENRY
LEAD GAME TESTER	JOE KIM
ONE DECK GALAXY	©2023 ✦ Asmadi GAMES

WELCOME TO THE GALAXY

You lead a fledgling civilization, making your first steps to visit the many stars your people have been looking at for eons. Your people must colonize worlds, develop technologies, build a worthy fleet, and of course… do a copious amount of science!

You're not alone out there, though. Standing in your way is an **Adversary** who will make your efforts more difficult at every turn. If you can overcome their obstacles while building up your own infrastructure, you'll be able to form a Federation that will bring prosperity to your corner of the galaxy.

ONE DECK GALAXY shares its setting with **1001 Odysseys**, a branching narrative story game, which begins with humanity discovering the very Federation you seek to build! As **1001 Odysseys** is set in the future, there are no humans yet in this corner of the galaxy, only fascinatingly different aliens.

Like **One Deck Dungeon**, **ONE DECK GALAXY** is a fully cooperative game for 1-2 players.

COMPONENTS

LARGE CARDS (3.5"x5")
- **5x** Homeworlds
- **5x** Societies
- **5x** Adversaries
- **2x** Starbase Classes

STANDARD CARDS (2.5"x3.5")
- **40x** Galaxy Deck
- **25x** Adversary Events
- **5x** Adversary Confrontation
- **5x** Adversary Reference

GENERAL SUPPLY
- **30x** 12mm Dice (8x Blue, Pink, Yellow, 6x Black)
- **12x** Tech discs (Silver)
- **8x** Federation discs (Gold)
- **4x** Adversary discs (Red)
- **4x** Starbase discs (Blue)

Components in the **General Supply** are limited: You cannot use extra dice or tokens from outside the game.

LEARNING THE GAME

ONE DECK GALAXY is a game with many moving parts. This rulebook is split into three sections.

Setup: How to prepare the table and components for play.

Core Concepts: Information on the various core parts of the game - Your Civilization and Milestones, the Galaxy Deck, Adversaries, the Starbase, Influence, 2P rules, and Victory/Defeat.

Gameplay Phases: Detailed descriptions of the four phases of each game turn: Adversary, Discover, Action, Results. Each turn, the Adversary will act, the Discovery Zone will refresh, you'll get to roll dice and take Actions, and then the Results of those actions will occur.

Video explanations are also available at **OneDeckGalaxy.com** from us directly, and on YouTube and BoardGameGeek from a variety of content creators.

TABLE OF CONTENTS

SETUP: PLAYERS

STEP 1 Each player chooses a Homeworld and a Society Type to pair together. (Ex: the Felisi Explorers). Place Federation Discs on the 2, 3, 4, and 5 spaces on the Federation Level track.

HOMEWORLD   SOCIETY

Your Homeworld will provide you with a starting set of dice, one Tech, and one potential Milestone. Your Society adds additional Milestones and a special Tech that improves as your Federation grows.

Society Type and Homeworld cards have 1P and 2P sides, so be sure to use the appropriate side!

STEP 2 Place the Class 1 Starbase (Class 2 on back) into play. After the Galaxy Deck is made in Step 5, it will receive 2 influence under its left edge (representing Fleets) and a random face-up card under its right edge (representing Science). Set the Class 3/4 Starbase card aside for now.
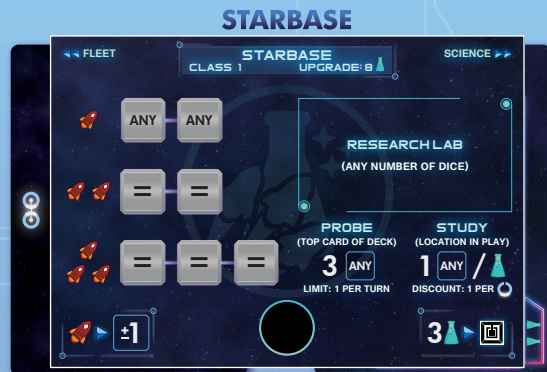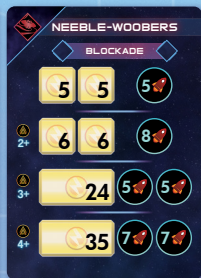
STARBASE

The Starbase is where you will accumulate Fleets and Science by spending dice.

Importantly, it provides a means for you to consume dice that aren't useful elsewhere.

SETUP (NON-PLAYER AREAS)

STEP 3 Choose an Adversary to face. Place the matching Confrontation (either side face-up) and Reference cards on the table. Place four Adversary Discs on the Adversary.

ADVERSARY

NEEBLE-WOOBER COLONY FLEET

3

ADVERSARY · DISCOVER · ACTION · RESULTS

NEEBLE-WOOBERS
BLOCKADE

5	5	5
6	6	8
24	5	5
35	7	7

CONFRONTATION

Each **Adversary** has a star rating, indicating its difficulty (1-5). The back side of each Adversary is a harder version.

STEP 4 Shuffle the five Adversary Event cards that match your adversary, and stack them face-down.
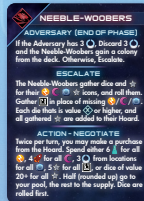
STEP 5 Create the Galaxy Deck by shuffling the 40 Location and Encounter cards together. Place it on top of the Adversary Events. Tuck cards under the Starbase (as specified in step 2).

ADVERSARY EVENT

ADVERSARY EVENT
NEEBLE-WOOBERS

ONE·DECK
GALAXY

GALAXY DECK

REFERENCE

NEEBLE-WOOBERS
ADVERSARY (END OF PHASE)
If the Adversary has 3 ◯, Discard 3 ◯, and the Neeble-Woobers gain a colony from the deck. Otherwise, Escalate.

ESCALATE
The Neeble-Woobers gather dice and roll them. Gather 🎲 in place of missing. Each die that is value ◇ or higher, and all gathered ☆ are added to their Hoard.

ACTION - NEGOTIATE
Twice per turn, you may make a purchase from the Hoard. Spend either 6 for all, 4 for all, 3 from locations for all, 5☆ for all, or dice of value 20+ for all ☆. Half (rounded up) go to your pool, the rest to the supply. Dice are rolled first.

STEP 6 Place the General Supply in easy reach of all players, with all dice and discs available for use. Leave space for a Discard pile. Cards there will be face-up.

DISCARD PILE

X

Reminder: The General Supply is limited! You cannot have more dice or discs in play than exist in the game.

YOUR CIVILIZATION

Your would-be Federation begins as just your Homeworld and Society cards. As you spread your influence to new locations around the galaxy, you'll add Colonies and Techs tucked underneath your Homeworld. When you complete Milestones, you'll move tokens from your Federation Level track to show your progress.

1 The left edge of your Homeworld card indicates the dice and discs you'll receive each turn. The symbols represent dice (Energy ⚡, Materials ☾, and Diplomacy 🔵), with ⭐ for Tech discs. During the game, you will add cards as Colonies by tucking them here, increasing your capabilities.

2 Your Homeworld and Society each have a Tech, and during play you'll add additional cards as Techs by tucking under the bottom edge.

3 Resources improve some of your Techs and can be relevant for some Milestones and Adversaries. Your Homeworld starts with some, and Colonies and Techs you claim will provide more.

4 Each Society has a special rule that is always in effect. Often these relate to the Society's Special Tech.

5 Your Federation Level starts at 1. As it increases, so will the power of your Society Special Tech and your ability to confront the Adversary.

6 Your Homeworld and Society each have Milestones you can reach by meeting certain conditions or doing a specific thing. When completed, you'll move a Federation Disc there from your Federation Level track.
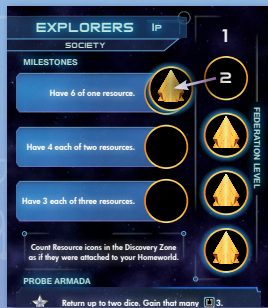
MILESTONES

You will start each game with four Milestones: three on your Society card and one on your Homeworld card. Each completed Milestone will raise your Federation Level, to a maximum of 5.

There are two types of Milestone: **Passive** and **Active**. Passive Milestones list a requirement you must satisfy. Active Milestones list an action you must take (ex: Exile Colonies) to complete it.

Milestones can be completed at any time, even outside the Action Phase. When you complete a Milestone, move the topmost Federation Disc from your Federation Level track to the space next to the Milestone.

Example: Reaching a milestone, increasing Federation Level from 1 to 2.

Three Societies have active Milestones:

Guardians: Each of the milestones should start wth "At any time:", to indicate that you can exile the indicated colonies at any time to satisfy the milestone's requirements. Each milestone is achieved independently by exiling one or more colonies.

Scientists: Their third milestone should start with "Action:". During the Action Phase, spend 7 (1P) or 6 (2P) Tech Discs from your pool (to the Supply).

Mathematicians: Their third milestone should start with "Action:". During the Action Phase, discard dice totalling 66(1P) or 44(2P) from your pool (to the Supply).

Most passive Milestones can be completed anytime. Some are prefaced with "End of Turn:" or "End the Results phase with:", meaning they can only be completed at that moment.

The Botanists' three milestones should start with the word "Have", for clarity. They are all passive Milestones.

In a 2P game, you cannot use dice or discs from your partner's pool, nor colonies/techs tucked under their Homeworld to complete a Milestone.

STARBASE

Your Starbase holds your civilization's Fleets and Science. The left edge is for Fleets. Cards will be tucked face-down there, showing Influence icons. The right edge is for Science. Cards will be tucked face-up there, showing Science icons.

The Starbase provides you with a place to put dice that aren't useful elsewhere, in order to convert them into Fleets or Science.

As you upgrade it, the conversion rates will improve and you'll get more Starbase Discs each turn, which allow you to spend Fleets and Science to cover rings on Encounter, Location, and Confrontation cards.

Example: A Class 1 Starbase with 5 Fleets and 7 Science.

ADVERSARIES

The Adversary you choose to face has significant impact on how the game is played. Each Adversary has its own set of additional rules, fully listed on their Adversary Reference Card.

You may need to adjust your strategy significantly depending on which Adversary you are facing. Be sure to read their rules fully before starting.

The **Adversary Quickguide** provides diagrams to illustrate how to arrange an Adversary's cards on the table. In particular, Adversary Events will wind up in different places after being revealed depending on the Adversary's rules.

Escalate: Encounters and Adversary rules use this keyword. Each Adversary's Reference Card describes what happens when an **Escalate** is triggered.

Overwhelm: Each Adversary has their own condition for how they can Overwhelm you. Being Overwhelmed ends the game in defeat, unless you can exile an Adversary Disc you've claimed via confronting the Adversary.

GALAXY DECK

The Galaxy Deck contains the places and things you'll discover out in the depths of space. There are two types of cards in the Galaxy Deck - Locations and Encounters:

LOCATION CARD (BLUE TEMPLATE)

YS KREEM
Restriction: No identical dice (color & value)
Roll ⬚. Increase [🌙] of your dice by 1.
WATERGUM GREENHOUSE

ENCOUNTER CARD (RED TEMPLATE)

THE UNSEEN
3 ⚙ | Escalate
Gain 🚀🚀.
RAPID DEPLOYMENT

Locations: Places around the galaxy viable for study, development, and even colonization. Each location has two different ways to gain influence. Once you gain enough influence (likely over several turns), you can claim the card.

1. Influence Cost
2. Location Rule
3. Progress Rows (Complete to gain Influence)
4. Colony (Potential Reward)
5. Tech (Potential Reward)
6. Resource Type (Part of either Reward)
7. Science Value

Encounters: Other forces around the galaxy that aren't necessarily adversaries, but if left unchecked will cause you trouble. Unlike locations, their requirements must be completed all at once. Because of this, they do not have an Influence Cost.

4 - 7 Colony, Tech, Resource, same as on Location
8. Influence Threshold (Once reached, effect occurs)
9. Completion Requirements (Must all be filled)

INFLUENCE

Influence is a core mechanic of One Deck Galaxy. The back of each card in the Galaxy deck can be used to count influence: a single ⭕ on the top edge or a linked double ⭕⭕ on the bottom edge, showing 1 and 2 influence, respectively. Influence is tucked under cards to represent a variety of different concepts:

1 **Locations** gain influence after you fill their rows, indicating your progress toward completing the card and claiming a Colony or Tech.

2 **Encounters** gain influence each turn during the Adversary Phase. If enough accumulate, an Escalate effect occurs.

3 **Adversaries** gain influence each turn. Each Adversary uses influence in different ways, explained by their individual rules. This influence is tucked under the top edge of the Adversary card.

4 Influence tucked under the left edge of the **Starbase** represent Fleets of starships.

5 Cards tucked (face-up) under the right edge of the **Starbase** use 🧪 to represent Science.

INFLUENCE (CONT'D)

Influence must always be represented with as few cards as possible. For example, 5 influence at a location would use 3 cards: ◉◉ ◉◉ ◯

> **Managing the number of influence cards in play is important! Each time the deck is reshuffled, an Adversary Event will trigger.**

Gained influence cards are taken from the top of the Galaxy Deck, face-down and never looked at. Influence lost or spent is moved to the discard pile, face-up. A tucked card can be rotated from ◯ to ◉◉ to gain or from ◉◉ to ◯ to lose one influence.

2 PLAYER RULES

Two player games use the **2P** side of the Homeworld and Society cards, along with the following rules:

- Each player has their own pool for dice and tokens. Your techs cannot affect your partner's dice or tokens unless the tech refers to a die "from any pool".

- Both players may place dice in the same large box or Starbase row together to fill it.

- Each player can provide one die to create a black 🎲 die. It can be placed in either player's pool.

- When dice or tokens are gained due to a non-tech effect (Calibrate, Adversary Events/Rules, etc.), they can be added to either pool or split between both players' pools in any way you wish.

- For either player to be able to fill an Adversary Confrontation row, both players must have the required Federation Level.

- Milestones refer to your pool, colonies, and techs, not your partner's.

- If both players are **Overwhelmed** at the same time, **exile** only one Adversary Token to avoid defeat.

VICTORY / DEFEAT

To achieve victory, you must remove the last Adversary Token from the Adversary, revealing the "WIN" space. This ends the game immediately and means you've fought off the threat, while forming a stable Federation!

If you are **Overwhelmed** by the Adversary, the game ends in defeat. You can avoid being **Overwhelmed** by **exiling** an Adversary Disc from your Starbase to the game box.
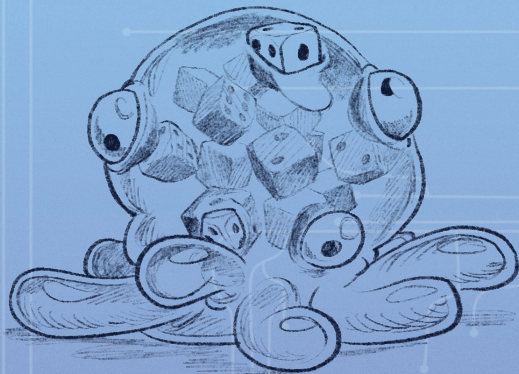
GAMEPLAY PHASES

Each turn in One Deck Galaxy is shared between all players, cooperatively, and consists of four phases.

ADVERSARY 1	DISCOVER 2	ACTION 3	RESULTS 4
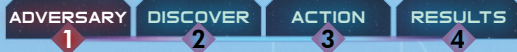
1. **Adversary:** Resolve Adversary Events, the Adversary and Encounters gain influence, and Time Passes.
2. **Discover:** Add cards from the Galaxy Deck face-up into the Discovery Zone until there are four cards in play.
3. **Action:** Roll all your dice, gather Tech and Starbase Discs, then use them for a variety of purposes to advance your Federation and oppose the Adversary.
4. **Results:** Resolve all completed areas, and then all dice and Tech/Starbase Discs are returned to the supply.

The bottom of each Adversary card displays these phases for reference, with icon representations of the special rules for that Adversary that affect each phase. The Adversary's reference card describes these rules in greater detail.

ADVERSARY PHASE

The **Adversary** Phase represents the inevitable march of time. The galaxy won't wait forever for you to build a Federation!

ADVERSARY · DISCOVER · ACTION · RESULTS
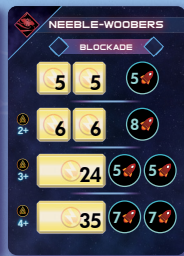
1 **Adversary Events:** If there are any pending events, reveal and execute their effects one at a time (p26). If a new pending event is added during this process due to a reshuffle, set it aside. It will not be revealed until next turn.

2 **Time Passes:** Discard one (X) or two (X X) cards from the Galaxy Deck, as indicated.

3 **Adversary Influence:** Add one influence to the Adversary, as indicated.

4 **Encounter Influence:** Add one influence to each Encounter (Galaxy Deck cards with red templates) currently in play.

5 **Resolve Encounters:** For each Encounter that reaches its influence threshold, perform an Escalate action as defined on the Adversary Reference. Then, discard all Influence there and Study the Encounter, tucking it under the right edge of the Starbase showing its Science Value. At least you can learn from a failure!
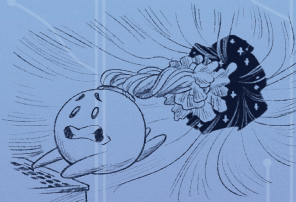
ADVERSARY EVENTS

Each Adversary's event cards affect the game in unique ways. When a pending Adversary Event is revealed, immediately follow its instructions. Many events have a lasting effect that will be visible after tucking it as specified by the instructions.

> **Example**: Each of the Preservation Authority's events add a Condition that is tucked underneath the Adversary Reference card, adding more rules that the players must follow as the game goes on!
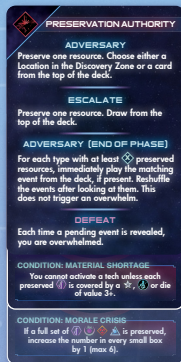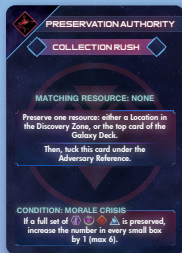
DISCOVER PHASE

During each **Discover** Phase, you will explore new spots around the Galaxy. The example below shows an Encounter (top-left) and three Locations. These face-up cards from the Galaxy Deck form an area of play called the Discovery Zone.

Draw cards from the Galaxy Deck and place them into the Discovery Zone face-up, until there are four total cards there. If there are already four cards in the Discovery Zone, do nothing.

ACTION PHASE

STEP 1: GATHER

Your Homeworld and Colonies display icons providing you with dice and Tech Discs each turn. Before you take any actions, you must take them from the supply. Roll all the dice and add the discs to form your **pool**.

If there are not enough dice or discs in the supply, take as many as are available. Dice that are exiled or stored on other cards due to Adversary or Society rules are not available to be taken.

> In a 2P game, each player's pool is kept separate. You cannot use dice or discs from your partner's pool.
>
> If there are not enough dice or discs in the supply, choose how to allocate them between players.

In addition, your Starbase has one or more spaces for Starbase Discs, based on its current class. Fill each of those spaces with a Starbase Disc.

Example: The Elemens have two colonies, and will roll:
Four ⚡ Energy dice,
Two ◐ Materials dice,
Seven ◉ Diplomacy dice,
and take four Tech Discs to form their pool for the turn.

Example: The Class 2 Starbase has 2 slots for Starbase tokens, which are both filled during the Gather step.
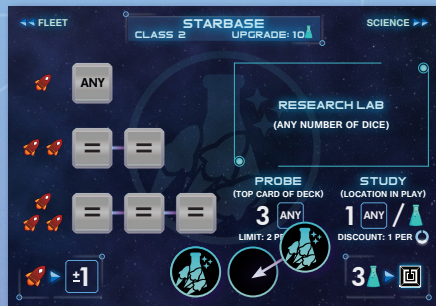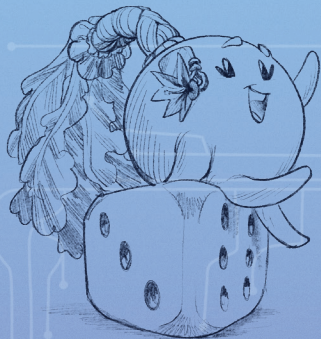
ACTION PHASE (CONT'D)

STEP 2: ACT

After you gather your **pool**, you can take any number of actions. Actions can be done in any order and types of action can be repeated, as long as you have dice or discs to use for them. In a 2P game, either player may act at any time, but must always use their own pool's dice and discs. Certain actions allow both players to act together at the same time.

An action must be fully completed before proceeding to the next.

Action Types:

◆ Place Dice / Discs

◆ Use a Tech

◆ Calibrate
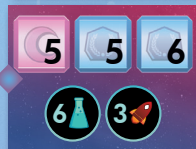
◆ Combine Dice

◆ Return Dice

PLACING DICE AND DISCS

During the Action Phase, one of your most important goals is to place dice and discs on cards. Doing so will allow you to make progress in different ways:
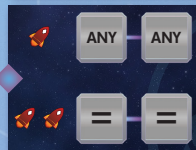
Filling a row on a **Location** will make progress toward claiming a Colony or Tech.

Filling a whole **Encounter** will complete it, allowing you to claim a Colony or Tech.

Filling rows on the **Starbase** or adding dice to the Research Lab will allow you to gain Fleets or Science.

Filling a **Confrontation** row will let you remove an Adversary Disc, taking a step toward victory!

ACTION PHASE (CONT'D)

PLACING DICE IN BOXES

To place a die in a box, it must be the correct color. Boxes come in two sizes: Small and Wide.

Example: A small yellow box (5) and a wide pink box (8)

| 5 | 8 |

A small box is **filled** by exactly one die and be equal to or higher than the number displayed.

A wide box is **filled** by one or more dice, with total value equal to or higher than the number shown. These dice must all be placed at the same time.

> In a 2P game, both players can contribute dice to a wide box to fill it.

> Only two dice can physically fit in the wide box - so either stack excess dice on top, or set them next to the card temporarily.

Black Ultratech (▣) dice can be used to fill boxes of any color. A wide box can be filled by a mixture of matching and black dice.

Dice of any colors can be placed in a grey box.

Example: A wide grey box (15)

| 15 |

The Starbase has rows of grey boxes with symbols in them:

RESEARCH LAB
(ANY NUMBER OF DICE)

PROBE
(TOP CARD OF DECK)
3 ANY
LIMIT: 1 PER TURN

STUDY
(LOCATION IN PLAY)
1 ANY
DISCOUNT: 1 PER 🜊

A box with [**ANY**] can be filled with any die.

Linked boxes with **=** signs must all be filled by the same value die (Ex: 4-4-4).

Any number of dice with any values can be placed in the Research Lab. They'll be spent later to earn Science.
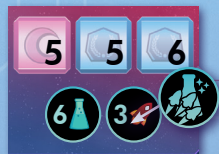
ACTION PHASE (CONT'D)

PLACING STARBASE DISCS: SCIENCE AND FLEET COSTS

In addition to dice boxes, some card areas contain blue rings with a fleet or science cost inside:

To fill it, pay the fleet or science cost by discarding or rotating the appropriate cards from your **Starbase**. Then, place one of the discs from the Starbase there. No change is given when you spend science cards.

LOCATION RULES

Restriction: No 🎲 dice.

Restriction: All dice here must have different values.

Each Location has its own special rule, many of which govern dice and disc placement. Restrictions affect the entire card.

For example, "All dice here must have different values" means you could not place a 5 in both the top and bottom row.

ADVERSARY CONFRONTATION CARD:

The Adversary Confrontation card has two sides, depicting two different ways in which you can confront your Adversary. This card can be freely flipped over at any time as long as no dice or discs are currently on it.

Each row directly corresponds to the Adversary Disc to its left, and you can only fill the highest row that is still attached to one. Some rows have a minimum Federation Level listed. All players must have reached that level or higher to fill boxes and rings there.

Example:
The Neeble-Woober Colony Fleet and its **Confrontation** Card, on the Send Envoys side.

In this example, one Adversary Disc has been removed on an earlier turn. The players would place dice in the highlighted row if they wanted to Confront this turn. They would both need to be at Federation Level 2 or higher.

ACTION PHASE (CONT'D)

ACTION: CALIBRATE

The bottom of the Starbase shows how you can **calibrate** dice in your pool by spending Fleets or Science. Spending a Fleet allows you to increase or decrease any die by 1. Spending Science allows you to roll a black die for every 3 🧪 spent and add them to your pool.

ACTION: COMBINE DICE

You can create a black Ultratech 🎲 die by spending any two dice from your pool, returning them to the Supply. The gained die has value equal to the lower of the two spent dice. (Ex: ☄️4 + 🌑3 ➤ 🎲3)

2P: You and your partner can return one die each. In this case, choose which player gains the new die.

ACTION: RETURN DICE

You can return one or more dice from your pool to the Supply. This is useful if you wish to use a Tech or Combine Dice, and there aren't enough dice in the Supply.

ACTION: USE A TECH

Techs allow you to do a variety of beneficial things. To use a Tech:

1 Place a Tech Disc on the star at the left edge of the Tech to **activate** it. You cannot use a Tech if you have no Tech Discs in your pool, and you cannot use an already activated tech (one with a Tech Disc on it).

2 Execute the effects of the Tech.

Gain 🌙 6 OR spend 🚀🚀 to roll 🌙 🌙 🎲.
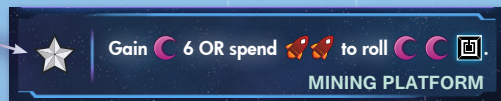
MINING PLATFORM

Example: Mining Platform offers a choice. You can either gain a pink die showing 6, or spend two fleets and roll two new pink dice and one black die, adding them to your pool.

Roll 🌙. For each ◈◈, gain 🌙 4.
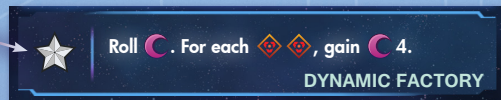
DYNAMIC FACTORY

Example: Dynamic Factory improves as you gain matching resources (Fuel, in this case). You roll a new pink die, and also gain a pink die showing 4 for every two Fuel on or connected to your Homeworld.
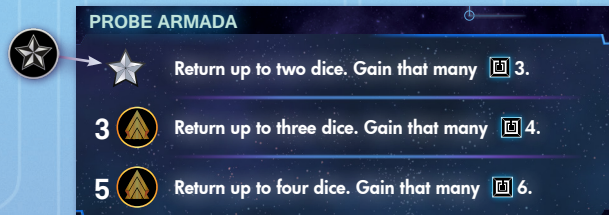
ACTION PHASE (CONT'D)

ACTION: USE A TECH (cont'd)

PROBE ARMADA

⭐ Return up to two dice. Gain that many 🎲 3.

3 🔶 Return up to three dice. Gain that many 🎲 4.

5 🔶 Return up to four dice. Gain that many 🎲 6.

Example: Probe Armada is the Society Special Tech for the Explorers. At the beginning of the game, you can only use the top effect. Once you reach Federation Levels 3 and 5, you can choose to use the middle or bottom effect instead.
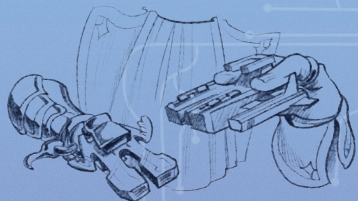
TECH KEYWORDS

◆ **Gain:** Take a die from the supply, and add it to your pool with the specified value.

◆ **Roll:** Take a die from the supply, roll it, and add it to your pool.

◆ **Reroll:** Take a die from your pool, roll it, and place it back in your pool.

◆ **Increase/Decrease/Change:** Take a die from your pool, adjust its value, and place it back in your pool.

◆ **Exile:** Take a card, die or disc and place it in the game box, out of play for the whole game.

◆ **Set:** Take a die from your pool, set it to the specified value, return it to your pool.

◆ **Return:** Place the specified die or disc back in the Supply.

◆ **Discard:** Place the card in the discard pile. If instructed to discard X cards, discard from the top of the deck.

◆ **Resources:** Some techs get better as you gain resources. A resource in brackets [ ] means the quantity of that resource you have. Ex: "Reroll [🟣] dice" would allow you to reroll 3 dice if you had 3 🟣 resources.

◆ **Federation Level:** Some techs get better as your Federation Level increases. If the Federation icon is in the text of a tech, replace it with your current Federation Level.

RESULTS PHASE

After completing all available actions for the turn, your efforts are rewarded with progress in various areas. The **Results** Phase has two steps: Resolve and Reset.

STEP 1: RESOLVE

All of the dice and discs you placed during the Action Phase will now provide benefits, depending on where they are placed. Resolve each card in the Discovery Zone (in any order), then the Starbase, then the Adversary Confrontation card.

Resolve: Location

The right side of each Location Card is split into two rows, each showing both a series of boxes and costs and also the influence reward for completing them. For each completed row (all boxes/rings filled), add the Influence specified at that Location, and then return the dice and discs on the card to the supply. If the Location has enough Influence to satisfy its cost, discard all the influence there and claim it.

Resolve: Encounters

If all the boxes and rings on an Encounter are filled, return the dice and discs there to the supply, discard any influence there, and claim it.

Resolve: Location

Conditions for bottom row have been met;
Rewards 2 influence

Resolve: Encounters

Encounter is completed;
Can be **claimed** as colony or tech

Dice and Starbase tokens are returned to the **supply** after resolving!

RESULTS PHASE (CONT'D)

CLAIMING LOCATION/ENCOUNTER CARDS

When claiming a Location or Encounter card, choose one of the following. In a 2P game, also choose which player will claim the card. There is no limit to the number of Colonies or Techs you can acquire.

Found a Colony: Tuck the card under the top left edge of your Homeworld as a Colony.

Develop a Tech: Tuck the card under the bottom edge of your Homeworld as a Tech.

OR

Resolve: Starbase

Each full row on the Starbase earns fleets indicated by the icons to its left. Sum the fleets earned and add that many Influence to the Starbase's left edge.

Spend dice from the Research Lab to pay for one or more Study/Probe actions according to the costs shown there, to tuck cards face-up under the right edge of the starbase as Science. Launching a Probe tucks the top card of the deck. Studying a Location tucks the Location card (Influence there provides a discount, then is discarded).
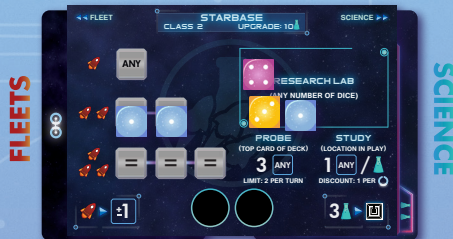
After resolving all the dice, you can upgrade the Starbase by spending enough Science to pay the Upgrade cost. Flip over the Starbase card or swap in the other card from the box, as needed.

RESULTS PHASE (CONT'D)

Resolve: Adversary Confrontations

Claim the Adversary Disc next to a filled row on the Adversary Confrontation card. The disc is placed next to your Starbase, and can be spent later to avoid being Overwhelmed.

Removed Adversary Discs affect the ✖ value for many of the Adversary's Events and rules. ✖ is always the revealed number closest to the bottom of the card.

STEP 2: RESET

All dice and Tech/Starbase Discs are returned to the supply, unless a card specifies otherwise. After Reset, the turn is complete! A new turn will begin with an Adversary Phase.

RESHUFFLE

Spent Fleets, Science, Influence, and cards discarded for any other reason are placed into a face-up discard pile next to the Galaxy Deck. Beneath the deck is a stack of Adversary Event cards. When a Galaxy card needs to be drawn for any reason, but the deck is empty:

1 Set the top Adversary Event aside, face-down. It is now a pending event.

2 Shuffle the discard pile and place it on top of the remaining Events.

3 Resume the current game action.

Pending Adversary Events will be revealed and executed during the next Adversary Phase (one-by-one, if there are multiple).

> **Important:** If there are no Adversary Event cards left when a Reshuffle would be triggered, you are Overwhelmed.

CAMPAIGN MODE

Want to see all the Galaxy's possibilities? Enter our Federation Simulator! Try many combinations of Homeworlds, Societies, and Adversaries over a six-game campaign. To play, choose one of the 24 unique **Campaign Sheets**, and start a game normally.

At the end of the game, calculate your score and record it on the sheet. If you won, your score is **2** points per star on the Adversary, plus **10** points for **winning**.

If the game ended in **defeat**, your score is **1** point per star on the Adversary, plus your Federation Level (Highest player if a 2P game), plus 1 point per Adversary Disc claimed during play.

Next, cross off a combination of up to **two** Homeworlds, Societies, or Adversaries that were used during the game. Then, fill in that many dotted lines, originating either from Start or an already active node. Circle **Jumpstart** nodes and check off **Ability** nodes you reach. They're now active for your next game!

Active nodes provide benefits during future campaign games, giving you a leg up on the more challenging Adversaries.

Jumpstart **Nodes:**

During the first turn's Gather phase, add dice for all your active Jumpstart Nodes to your pool before rolling, and add Fleets to the Starbase.

Ability **Nodes:**

As an Action, place a tech disc on an ability node to use its effect. These tech discs are not removed during the Cleanup phase, so each is usable only once per game. Active ability nodes with no ring are always in effect, and do not need discs. Each player gains the benefits shown for the entire game.

Final Score

After six games, total your score to complete the campaign. Up to 39: **Sprout**, 40+: **Leafling**, 55+: **Brancher**, 70+: **Shrubkin**, 85+: **Strongbark**, 100+: **Legendtree**! (Note: Ranks designed by Plumplim)

ONEDECKGALAXY.COM

Our Zibzab-approved information hub for the game lives online at **ONEDECKGALAXY.COM**.

FOUR PLAYER RULES

Combine two sets of One Deck Galaxy to play an epic game with two adversaries, two starbases, and twice as many dice!

TUTORIAL VIDEOS

One Deck Galaxy has a lot of rules! If you'd rather learn straight from us, we've got videos designed to just get you started, or provide a thorough explanation of everything in the game.

RULES UPDATES/ERRATA

Did we make any mistakes? Surely not! But if we did, we'll post errata or rules updates to the website.

BONUS CONTENT

Printable Campaign Sheets, Challenge Mode Options, and more in the future!

ONE DECK GALAXY   ©2023   **Asmadi** GAMES