

# Galaxy Farmer

Rules V1.1 Last updated April 2024

1 Player - Approx 40 - 80 minutes playtime

Planning and resource management, strategy, event driven game

## Story:

When all of the natural resources were used up on the little ball of blue and green that we live on, space planners and scientists set about searching the galaxy for new resources to feed our ever growing population.

Almost 100 years have passed since the great food panic of 2289, and specialised farming space routes have been authorised to planets in our galaxy, producing a bounty of resources that have saved our population. Only a small group of specialist farmers have been selected to harvest the planets. You are one of them!

As a galaxy farmer, it's your job to fulfil the orders that are coming in. The population is constantly growing and need more food, so your customer orders need to be maintained. Fail to fulfil too many and you'll lose your galaxy farming licence!

Jump aboard your ship and move your workers around the galaxy to generate new resources whilst keeping a watchful eye on the fuel guage (space farming is a fuel hungry task)! Build relationships with the appointed representatives on the planets and harvest as much as possible!

But, where hope and harvet grows, so does the ever present danger of pirate mercenaries. Avoid their planetary patrols as it's a well know fact that they don't take prisoners... ever!

## Objective of the game

Start by planning which planets will create the resources you need and fly your workers out there to start growing, ready for a harvest.

Your fuel depletes with every planet you visit, so make sure you watch where you're flying, otherwise you'll spend many-a-turn just drifting in space!

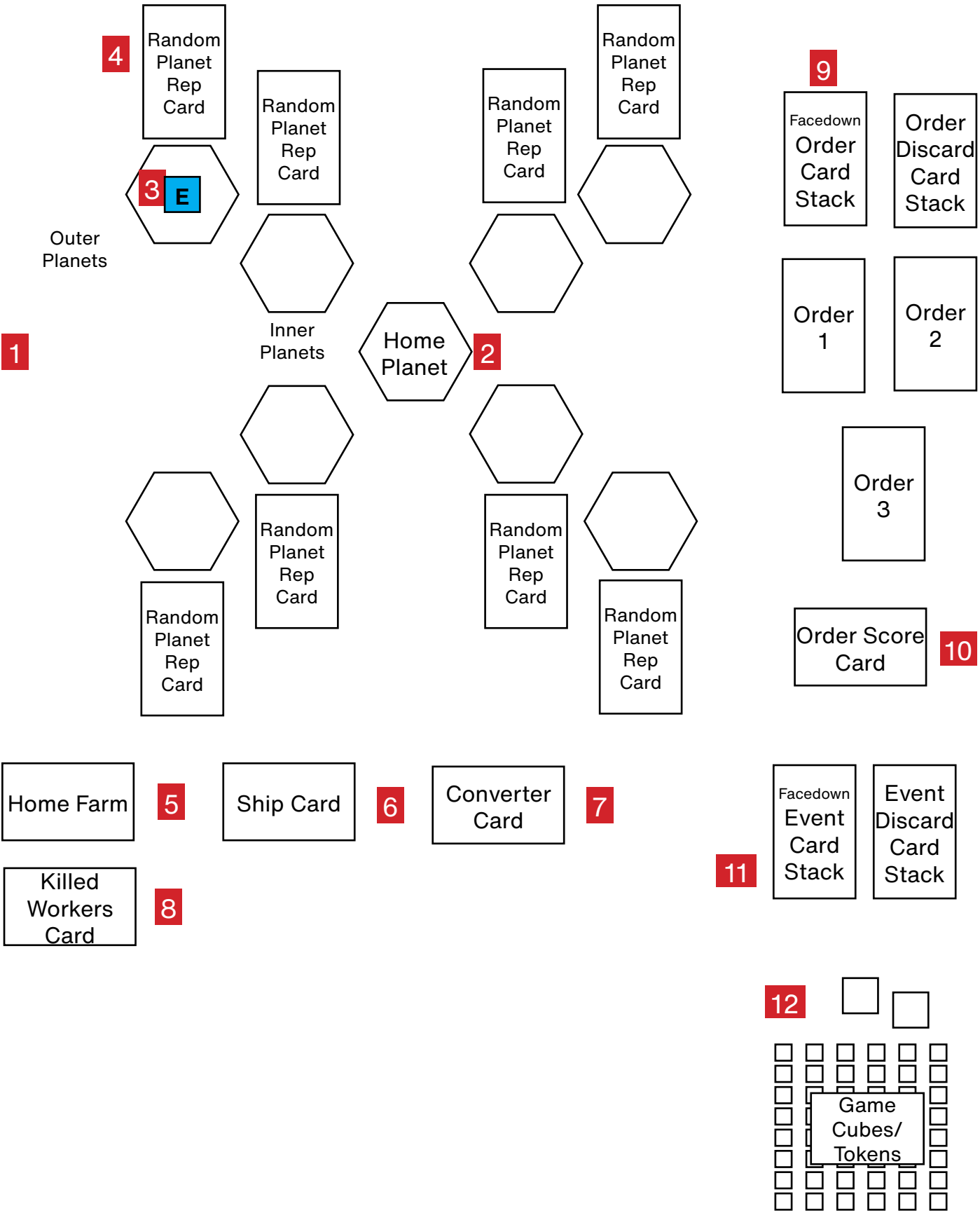
Fortunately, your ship is fitted with a special drift system that allows you to drift one planet even after the fuel reserves are empty!

Event cards dictate what happens in the galaxy, with amazing opportunities which see planets bloom with extra bounty and the formation of random pockets of fuel appearing, but also not-so-good events when the pirate ship is activated, meteor storms and how planets and crops are affected by the natural rotation of the planets in orbit.

You might get a helping hand by building relationships with the local planet representatives. Every bit of help you can get is crucial for fulfilling this crucial job!

Just don't let more than four orders slip by, otherwise the aurthorities will be asking for your licence to be revoked!

Setup



1 - Place the HOME Planet tile in the middle of the setup area. Now shuffle the 8 planet tiles and lay them down face up (any planet side top - randomised - light or dark) in the way shown above. Planets that have close-connecting sides to the HOME Planet are considered as the INNER PLANETS. Those that are on the outer ring are called OUTER PLANETS. The whole setup of planets is called the GALAXY MAP.

2 - On the HOME planet, place 3 worker cubes in the relevant spaces and place the PLAYERS SHIP on the REFUEL Area.

3 - Place the ENEMY SHIP on the planet tile that is top/left most on the GALAXY MAP.

4 - Take the 8 planet representatives and shuffle the cards. Now place them (quests 1 - 3 side up) at each planet. Also place their name tokens on the relevant planet.

5 - Place the HOME FARM card at the bottom of the GALAXY MAP as shown.

6 - Place the SHIP card (that was selected) next to the HOME FARM card. Place 3 white fuel cubes in the relevant spaces and 4 workers on the ship, again in their spaces.

7 - Place the CONVERTER card next to the SHIP and HOME FARM cards.

8 - Place the KILLED WORKER card near the above cards. Hopefully none of your workers will ever find themselves here!!

9 - Shuffle the ORDER deck, draw 3 cards and place them face up. These are the starting orders for the game. Place the rest of the shuffled deck facedown in a stack. Place a time token on the number '1' on each of the three orders. This ORDER TIMER TOKEN will move around the card each turn until it reaches the last number. After that turn, the card is removed (order failed) and replaced with another order. Don't lose more than 4 orders or it's game over!

10 - Place the ORDER SCORE card under the 3 current orders. Place the score cube on the '0' space. A regular game will see you trying to achieve a winning score of 20 points.

11 - Shuffle the EVENT deck and place the facedown in a stack. Draw a card when the game turn tells you to do so. This deck is also a timer. When depleted, you lose the game.

12 - Store all planet resource cubes, token etc that have not been set up, in an easily accessible pile.

## **WIN/LOSE Conditions**

WIN - You score 20 points from creating orders (28 for a HARD game)!

LOSE - You fail to complete 4 orders.

LOSE - The EVENT DECK is fully used.

LOSE - 4 Workers have been killed in a standard game or 6 in an easy game.

LOSE - All 8 planets have an ENEMY TROOP on them.

## Turn Order

- 1 - Player moves to inner and outer planets spending fuel cubes.
- 2 - Player can use unlimited actions between move actions if they wish:
  - 1 - Drop off or pick up a worker(s)
  - 2 - Collect resources
  - 3 - Move a worker from the bottom half of the planet to the top.
  - 4 - Build a relationship with the representative (add cubes)
  - 5 - Grow/harvest crops on the home farm
  - 6 - Use the convertor back on the HOME Planet.
  - 7 - Place/pick up harvested crops in the storage facility on the HOME planet.
  - 8 - Place resources 'LOCKING IN' from store/ship to the orders from the HOME planet.
- 3 - Draw and resolve an EVENT card
- 4 - Move ORDER TIME TOKEN on one space for all 3 orders. Score any orders that have been completed.
- 5 - Discard any 'timed-out' ORDERS. Check lose conditions.
- 6 - NEXT TURN - Start at point 1 again.

## Actions

### MOVEMENT -

A player starts their first turn from the HOME Planet tile. Each planet travelled to, costs 1 fuel cube. The allowed routes are:

HOME Planet to INNER Planets.

INNER Planets to HOME Planet.

INNER Planets to other INNER planets.

INNER Planets to OUTER Planets.

OUTER Planets to INNER Planets.

OUTER Planets to other OUTER Planets.

When all fuel has been used, the player's ship will DRIFT for one planet.

### HOME planet ACTIONS -

When the player is on the HOME planet, they may:

Move out to INNER planets.

End turn and Refuel.

Move workers to and from the ship.

Move resources to and from the planet storage and ship storage.

Move resources to the HOME FARM/harvest from the farm.

Use the CONVERTER

LOCK IN resources on the order cards

### PLANET ACTIONS -

When the player is on a planet planet, they may:

Place a WORKER(s)

Collect Resources

Move a WORKER from the bottom half of a planet to the top half.

FIGHT the ENEMY SHIP

Build a RELATIONSHIP with the planet representative.

# EVENT CARD ANATOMY

1

## PLANET TURNS

What was light is now dark. OR Darkness is broken by the light. The planet turns 180 degrees.

**ALL BLUE Planets rotate.**

<IMAGE OF PLANET HERE>

2

### 1 - Card Name

Card name and some flavour text appears here.

### 2 - Event Instructions.

Event action. Follow it's instructions fully.

Event cards typically don't give positive effects. Typically they will:

Turn planets.

Show meteor storms.

Move the ENEMY SHIP.

But very occasionally, they will offer some help by providing additional harvests and additional fuel.

### ENEMY SHIP MOVEMENT

When an EVENT card moves the ENEMY SHIP, it moves in accordance with the direction and type of movement shown.

**PATROL** - When it moves as a PATROL, each planet it passes, place an ENEMY TROOP cube on the planet and kill any player workers along the way.

**WARP** - Move the ENEMY SHIP from it's current location to the new location in one move. Any planets it passes DO NOT get ENEMY TROOP cubes and player WORKERS are unaffected. When it lands at its planet, place just one ENEMY TROOP cube.

### METEOR STORM

When an EVENT card informs the player of a METEOR STORM, place the METEOR CUBE on the planet that has been affected. Remove it when the event passes. Most last for 1 turn.

## ORDER CARD ANATOMY

1

4

1

2

2

3

3

5

4

# GLITTULUM

Glittulum apparently tastes like Chicken!  
Well most things taste like Chicken, but  
fortunately this concoction sates even  
the most picky tastebuds!

☐☐

## GLITTERAL

☐

## Dark GLITTERAL

☐

## OCCULUM

3 POINTS

### 1 - Card Name

Card name and some flavour text appears here.

### 2 - Resources required

Shows how many of which resource is needed.

### 3 - The value of the order

When you complete the order, make sure you mark off these points on the SCORE CARD.

### 4 - ORDER TIMER track.

Move the TIMER down one number for each turn the player takes. Don't let the order go below the maximum number or you'll loose it!

## STORING RESOURCES AND LOCKING IN

When you collect a resource from a planet, that resource remains the same state as the planet. When a planet turns, that resource changes to become the same as the planet, unless you've LOCKED IN the resource to an order card. Any resources collected and stored on the ship, HOME planet storage or being grown on the HOME FARM change with the planet.

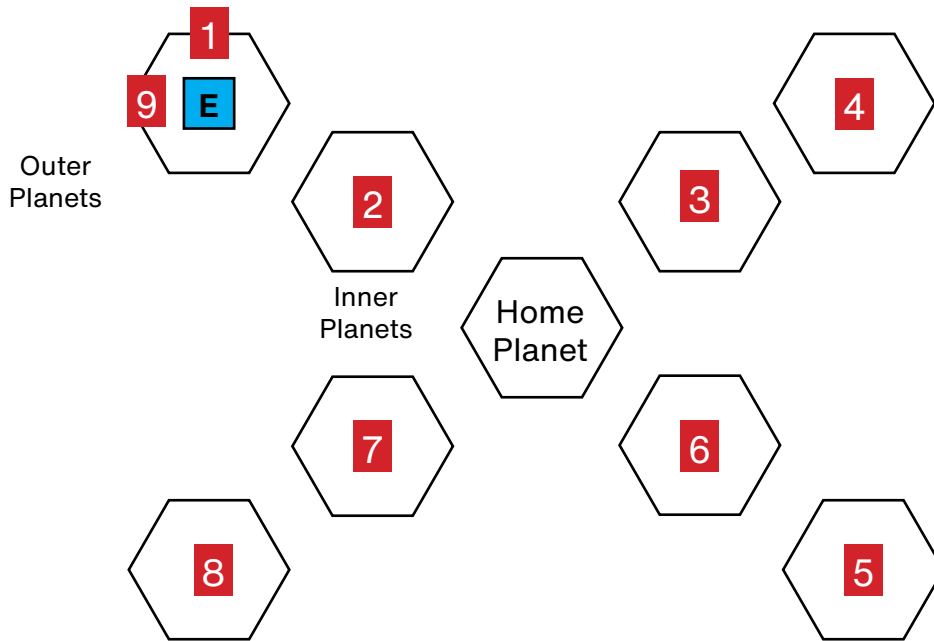
## WORKERS ON TURNED PLANETS

If a planet rotates with a worker/resources on it, you must:

- 1 - Destroy any uncollected resources.
- 2 - Keep the WORKER cube on the side of the planet they were on.

The player must now return to the planet to move the WORKER (who is on the wrong side of the planet and no longer making resources) to the top side of the planet to begin again.

## ENEMY SHIP ROUTES (example based on clockwise)



The ENEMY SHIP travels (in the above example clockwise direction) in number order from its position at 1, through to it's return position at 9.

Only drop ENEMY TROOP cubes on planets where it lands (all passing planets for a PATROL action and only the destination planet for a WARP action).

When the ENEMY SHIP revisits a planet with an ENEMY TROOP cube already on it, do not place another.

The ENEMY SHIP will NEVER visit the HOME PLANET.

## FIGHTING the ENEMY SHIP

You can fight the ENEMY SHIP by beating it's current force value by having one extra WORKER cube on your ship.

ENEMY SHIP force value = 2 WORKERS  
ENEMY TROOP cube = 2 WORKERS

For example:

1 - You land/pass through a planet with an ENEMY TROOP cube on it. You need 2 WORKERS on board your ship when you land on this planet. If you do this, remove the ENEMY TROOP cube back to the tokens pile on the tabletop.

2 - You land/pass through a planet that has the ENEMY SHIP and an ENEMY TROOP on it. You need 4 WORKERS on your ship to beat them. If you do beat them remove the ENEMY TROOP cue and return it to the tken pile on the tabletop. You can then push the ENEMY SHIP one space in any direction that follows its normal path clockwise or anti-clockwise.

## **ENEMY SHIP RULES**

### **ENEMY SHIP lands on a planet with your WORKER/resources on it.**

When the ENEMY SHIP lands on a planet with a WORKER on it, you must kill any/all workers on the planet and place their cube on the 'KILLED' board. You must also destroy all grown resources. Return the uncollected cubes back to the main token pool.

### **ENEMY SHIP lands on a planet where the player is.**

When the ENEMY SHIP lands on a planet where the player is, and they don't have enough workers ON THE SHIP to repel it, you must kill any/all workers that are on the planet surface and at least 1 if there are any on the ship. All resources on the planet are destroyed and any in the ship are also destroyed.



# RELATIONSHIP CARD ANATOMY

1

## CASIOPIA

Casiopia's  
picture

**ABILITY:**  
All normal  
planets with  
workers create  
+2 resources per  
worker

1

1st Visit

2

Grow 1 DARK resource  
on this planet

3

D

D

**Score +1pt**

2

### 1 - Representative's Name

Card name and picture appears here.

### 2 - Ability that can be gained

If the player takes the relationship to 4 cubes (card is turned over), this ability activates and remains in play for the duration of the game - unless instructed otherwise.

### 3 - THE QUESTS

Complete all 3 quests to have a choice to unlock the representative's full ability. Some quests require resources. These are LOCKED IN when placed, just like the ORDER cards.

### 4 - 3 Quest bonus points

4

Gain 1 extra point on the score card for completing the 3 quests shown.

3

## RELATIONSHIP RULES

The player may raise/complete ALL representatives quests up to the 3rd one listed. At any stage, once 3 quests have been completed, the player may choose to turn the card of ONE representative to the 4th cube side.

Take the name of the representative and place it on your ship card to remind you of their status. The ability shown on the card now becomes active for the remainder of the game, unless otherwise stated on the card.

The player may still build other relationships to a max 3 cubes even after the player has chosen their preferred partner.

Clarification - You may ONLY CHOOSE ONE rep's card to turn over and their ability will be the only one that activates.

Example above:

Quest 3 - the player must enter 2 resources from a red planet. These resources must be DARK (marked with D) when LOCKED IN. Other quests could require any type or 'L' Light/Normal resources.

## HOME FARM RULES

The HOME FARM helps the player by allowing them to grow a certain number of crops each turn from the HOME PLANET.

The player must collect a resource from a planet and bring it back to the HOME planet. Once they have done this, they plant the resource (as many as they want given the plots available) and - during a turn, they will grow 1 matching resource.

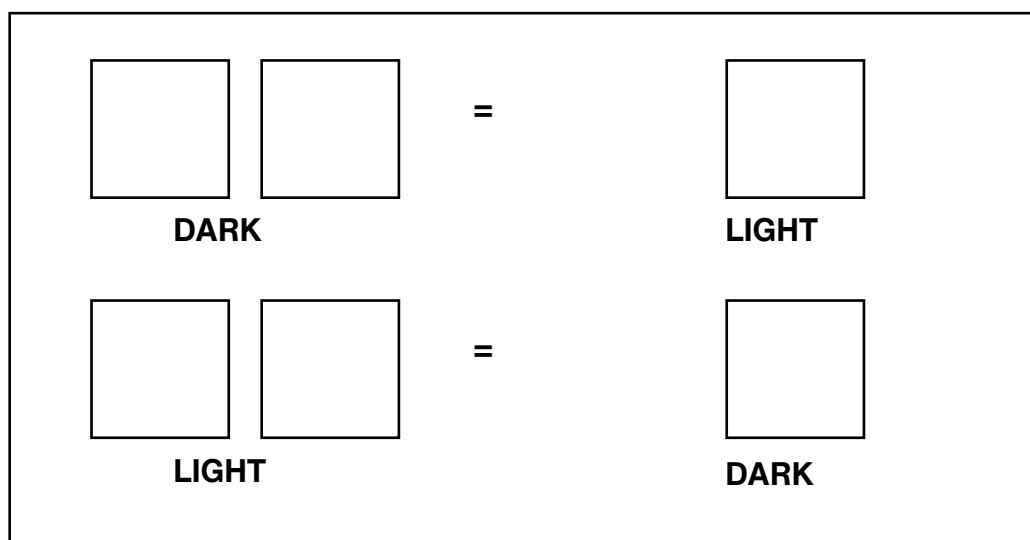
Remember that the resource grown reflects the status of the planet it was taken from, Light or Dark depending on its 'top' status.

## CONVERTER RULES

When a player returns HOME, they can place resources through the CONVERTER. It takes 2 matching resources to make a single resource of its alternative state.

This state is only temporary, unless the player LOCKS it in immediately. If a converted resource is stored, then it takes on the state of the planet.

Once a conversion has been done, move the matching resource cubes back into the token pool.



## **FAQs:**

### **1 - When i get all 3 relationship quests done, do i get (all of) their abilities?**

NO. Once you have completed all 3 quests you can only pick ONE person to take onboard. At this point you take their name token and place it on the ship card. This is the ONLY person's ability that you can use.

### **2 - Can i LOCK IN resources for an order whilst on a planet?**

NO. You must transport the resources to the HOME planet before placing them.

### **3 - If i leave the resources on the CONVERTER card, can i collect them at a later point?**

NO. Once converted, you must remove all cubes from the card.

### **4 - Do i have to collect all resources from a planet?**

NO. It's your choice. Collect some, collect all or collect none!

### **5 - I need a resource cube, but there are none left in the pool.**

We ran our home planet dry, and sadly you've done it again!! If there are no cubes available, then you must wait until more become available.

### **6 - Do i have to remove the main resource from my HOME FARM once it's created it's resource?**

NO, you can leave it there to grow more. If you decide to remove it, then i can be used as a resource for orders or relationships too, however, it's removal means it will no longer grow on the HOME FARM..