

Galaxy Farmer

Rules V2.1 Last updated June 2025

Solo, 2 Player Coop/2 Player Competitive - Approx 60 - 90 minutes playtime

Set Up Time: 8 mins Tear Down Time: 12 mins Ave Reset Time: 4 mins

Worker placement and resource management, strategy, event driven cosy game

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PIXEL UNIVERSE

GALAXY FARMER A short story:

Just as Earth's valuable resources start to dwindle and Governments around the globe began to panic in fear of mass uprisings from the slowly starving populous, two friendly intergalactic travellers appeared as if from nowhere, having accidentally happening upon our tiny blue-green planet during their century-long tour of new systems. These 'aliens', introduced themselves as beings from two different races, that exist some many millions of light years away.

The tall and imposing green skinned figure had red leathery wings that slowly swayed back and forth in a mesmerising motion and small curled horns that protruded from his head. He introduced himself as Orynn Eltar of the La'horre, an honourable tribe of scientific pioneers from the distant planet Kytherra. His voice deep and gritty, with a barely perceptible hiss at the end of each sentence. The other resembled a normal human being, were it not for his large black feathered wings, which gently draped themselves over his bare shoulders.

He bowed to the human leaders that were present and spoke in a soft and warm voice. He introduced himself as Aldor Vaymorre of the Serafey, a noble group of beings from the planet Nethros.

Earth's leaders were speechless as they looked upon the majestic frames of these new visitors.

"You've come at a difficult time for the human race," began a portly gentleman from one of the leadership groups. "While we want to welcome you to our small planet, we are currently struggling to build up enough natural resources to feed and grow our population. Sadly, things are very bleak now."

Orynn turned to look at Aldor, giving a small nod as he did so. "Fear not," Aldor began. "We can see you are of a kind and generous group of lifeforms. We can help you rebuild your society again."

Aldor passed a small silver reflective device, no bigger than a compact mirror to the gentleman who spoke up. When the man took it, a red light began emitting from the top of the device, with what could only be best described as some sort of spaceship, trapped within the flickering red beams.

"We can pass on our technological wisdom of space travel," said Orynn. The man looked up at the tall figure, then back down at the device in his hand. Just as he did, the emitting light changed to a soft blue, only this time, the image grew to well over a few feet in height and width. Orynn continued: "And this, our new fiends, is a map to a wider galaxy, stretching far beyond your solar system. These planets are bountiful with new resources, some of which I'm sure are similar to those found on your planet. Utilising our space travel expertise, you should be in a good position to reap what you need for your population."

Orynn also gave a small bow, and a slightly more audible hiss, as he finished his words.

The leaders looked back and forth between each other and their extraterrestrial visitors. They were clearly overwhelmed at this gift they had been given. Out of what seemed like desperation and despair, humanity might now have a plan for survival. Although this plan isn't without its consequential risks.

The visitors headed back to their ship, as scientists began fervently working on the plans they had just been given.

"This extended galaxy of planets are well beyond our means of research," said one scientist. The portly gentleman looked at the man, who was clearly buzzing with both nerves and excitement. "To build this ship, mount a mission and hopefully save humanity, we are going to need almost all our available resources.

"If this doesn't work," he said taking a deep breath. He stopped without finishing his words as the scientist quickly spat out: "All life on this planet will cease to exist!" There was no question to whether this risk should be taken, but all humanity really had was... hope.

A year quickly passed and finally, a spaceship was ready to go on a mission to parts of space only ever dreamt about by young children in their wildest fantasies.

A small but highly trained crew boarded the ship, ready for blast off. Headed by the fearless Captain Nala Dorne, the crew boarded the Quantum Ember, a ship so fast that these new planets should only be a matter of hours away from the Earth.

Nala checked her ship's inventory. She had loaded up with eight specially programmed workerbots, all ready to collect samples of those new resources that could hopefully save humanity. The workerbots sat quietly and motionless in the hold. Their white carapace glistening every time a hanging light shook from the engine warm-up process. If it wasn't for the weeks of training Nala completed with the workerbots, the whole moment could seem somewhat eerie.

The viewport in the control room aboard the ship stared out into the nothingness of space. Nala sat quietly, remembering and reciting the names of loved ones and friends. "Set engines to marker two and fire auxiliaries," she said to her first mate crew member. "Systems stable, on my mark for launch, three... two..." Nala could feel a small bead of sweat pass her left cheek: "one... launch!"

The rockets fired and the Ember lifted slowly out of its cradle, just as a baby would take its first precious steps. Within minutes, the ship had passed the Earth's gravitational pull and was making good progress into the black beyond.

Around three hours had passed when Marek Malen, Nala's first mate on this mission, tapped his comms and said: "Nala, you gotta see what's on the radar." Nala had been taking readouts from another part of the ship, but came running over, thanks to a unique, if somewhat understated aspect of the ship's realistic gravity simulator.

The two peered into the holographic radar image, which started to slowly build a floating 3D representation of the planet Aurellion. "We're locked in to land on the far side of the planet. According to records, this will give us 42 hours of daylight to get samples and return to the ship," said Marek.

Nala just stared at the holographic image, unable to focus on anything except the planet's bizarre beauty. Its naturally formed land lines created smooth rings of reds, oranges and yellows around the planet. She had never seen anything like that in her life. "Take us down," she whispered to Marek.

The atmosphere readout was the same as that on Earth, except for a sweet aroma that was familiar to Nala, but she couldn't quite place it. Something was pulling at her senses, her memories of the past, something buried deep down.

"Activate the workerbots and equip reflectors. We don't know what we might meet out there," said Nala. The boarding ramp slid down from the ship to the planet surface. "What is that familiar scent," Nala thought to herself.

Slowly, the workerbots began working on the planet's surface, digging the land, turning it over and over, looking for a bio-readout that matched something from Earth.

"Welcome," came a loud voice from behind. Nala spun round and whipped her pistol out, only to find herself face to face with... another human? A young woman wearing a red tunic and holding, what looked like, a bow staff.

"Wait... I mean you no harm. I'm Crystal, the representative of this planet. You must be Nala, Orynn spoke highly of your people." Nala, still in a state of shock, slowly lowered her pistol. "You were expecting us?" Crystal smiled and said: "It is prophesised that your people will help us, just as we're helping you."

"Help them?" Nala thought. "Thank you for your kind offering," began Nala, "but I don't see how we could ever have anything that could help you."

Crystal, who Nala estimated was probably in her 20's, was a slim woman with green eyes and long flowing brown hair. She looked at Nala and tilted her head slightly to one side as a quizzical look appeared on her face. "You are the great Earth warrior, are you not?"

Inside Nala's head her thoughts were going over the multitude of options of what she could say to that and what she thought the possible results would be. "Yes, I am," she thought to herself.

"Good, I'm glad you are, you had me worried," smiled Crystal. Nala looked at the woman for a few seconds before realising that she hadn't said anything. "W...wha..how..." Nala stumbled. Crystal just giggled and said: "Don't humans communicate through the power of the mind?" "Err, no. No not yet," Nala struggled to say the words, half trying to concentrate on not thinking anything for fear of being 'heard'.

"The prophesy clearly says that a warrior will come from a planet far beyond the stars. That this warrior is their people's greatest fighter and they'll come needing help, but in turn they will help us overcome the tyranny that we currently live under." Nala had never considered herself a 'great warrior', but she couldn't deny the fact she needed to help her population that were slowly starving back home.

"My people are starving, i need to help them first," said Nala. Crystal smiled and pointed at one of the workerbots. "Looks like it's found something! We have raw bio-matter on this planet. It can be processed back on your planet to make a variety of foods. One of the most popular I'm told is Chocolate!"

"CHOCOLATE," the word screamed loud and clear around Nala's mind.

"I remember being very young, maybe seven or eight. My mother gave me a small bit of this soft and sweet food bar. My mum called it chocolate. It was the best thing i had ever tasted," began Nala. She could feel her tastebuds starting to twitch.

Memories of her mother soon flooded back into her mind. The love and comfort she got from her. The sadness and helplessness she felt when she died as Nala had just turned nine. A tear rolled down her face as she continued: "I found out that before she died, she had saved another small bit of chocolate for me. She wrapped it in some dark blue paper with a gold wrapper. I remember her telling me that the world had run out of the ability to make more." Nala's voice was getting more and more strained as she tried to stay composed in front of Crystal and Marek.

Crystal also let out a tear as she could feel Nala's emotions welling up inside her.

Nala blinked two times and looked around her. Quickly recovering her stance, she asked: "What do you mean you need my help? Why? What can i do?"

Crystal looked up into the now darkening sky. Raising her hand, she pointed up at a large red star. "That red star is known as the void moon. About a thousand years ago a group of star-touched travellers settled on the moon. Their leader Vach Marr created a small colony of kindly folk, who began to farm the moon for resources to support their people.

"That was before the moon became shrouded in a dark red fog. Elrich Roshe, the first elder of my people, travelled to the moon with ten protectors to investigate the fog and to lend assistance to Vach, should he have needed anything.

Crystal dropped her gaze to the floor. "Only one protector came home. It was a merciless slaughter. Everyone else had been killed or captured for torture by the star-touched travellers. The protector returned to us to warn us of a growing army of half-person, half robot marauders. The red fog had corrupted the people, making them bind themselves to their workerbots, creating an army of mindless killbots. They became a PIRATE NATION. An artifact called the Oblivion Rune was the only thing that our protector was able to bring back from that awful place. That rune spoke about how the universe would succumb to evil unless the great warrior could be found."

Nala's mind was racing. Killbots, oblivion runes, a growing force of evil wanting to take over everything. Nala raised her eyes up from the neatly farmed ground next to her and met Crystal's gaze which was already aimed straight at her.

"I can't... I mean, what you're asking of me is impossible," winced Nala.

"Take the raw biomatter home, Nala. Process it, show your people that there is hope on the horizon," said Crystal as she reached up and put her hands on Nala's shoulders.

"But please, I know the prophecy about you and your people is true," she said.

Nala felt hopeless, she looked blankly into Crystal's eyes. "Marek, load the bots back onto the ship." Nala knew she couldn't leave her loved ones at home without food, but she also knew she had to return with a better ship, more guns and a realisation that the final fight for mankind could take place on a world that was only learnt about a year ago.

"I promise I'll be back," nodded Nala. She looked at Crystal, but her expression was difficult to read. Had Crystal read something in Nala's mind that she hadn't even thought yet?

The Ember fired its rockets as it left the planet surface. Nala looked out of the viewport, but the view wasn't the same. It had changed. It was no longer a view of hope; it was a destiny of survival on many fronts.

When Nala touched down in the Ember, she was greeted with a great fanfare of people and important dignitaries wanting to know if humanity could be saved.

"Marek, dispatch the workerbots to the scientific quarters for evaluation," ordered Nala.

Nala briefed the world leaders about the planet, the representative and her plight against the pirate nation. During the briefing, scientists scrambled into the meeting room with looks of nervous pleasure on their faces. "It's true," said one scientist. Another exclaimed: "I can't believe it, but it's real." The third scientist, a small woman wearing round glasses and a facemask, was carrying a bowl of what looked like steaming broth. "This entire bowl was processed with just one ounce of raw biogenic-matter. A small spoon of this stuff could feed a family of three for a week!"

The portly gentleman coughed and stood up. All eyes turned to him. "Ladies and gentlemen..." there was a short pause, which felt like an eternity to Nala. "We're saved! Captain Dorne, we would like you to investigate other planets in both the inner and outer galaxies. In the meantime, my government will begin work on a space programme, where we will invite specially selected candidates to apply for a 'Galaxy Farming Licence'."

The congregation clapped and cheered for the future of the population and the planet. Nala sat quietly. She kept re-running the events of the last few days in her mind. 'Earth's greatest warrior how can I be that person,' she quickly glanced up to see if anyone was reading her thoughts. She gave herself a small 'Tutt'. "No, you're on Earth Nala," she thought to herself. "No one does that around here. At least not that I'm aware of."

Nala decided not to hang around for the festivities and headed back to her unit in the base camp. It was a short walk to her unit through a virtual garden, where base staff had tried to recreate a blossoming landscape, just as it had been one time. The scene was based on a photographic record that had been discovered in a time capsule that had been buried by a school over 200 years ago. When she reached her unit, the base Sergeant had left a new mission folder on Nala's bed.

She picked it up, running her fingers along the rough outer edge of the worn folder. perching on the side of the bed as she flicked off the string that held it closed, Nala looked up at her desk and at a vid-pic she had stuck to the wall. The image had no sound, but it played a video on a three-second loop. Nala smiled. The video was of her daughter who had been selected for space camp. Zeyla was probably around nine when the vidcom was taken. Nala had only seen her daughter twice in the last three years. Space camp was intensive, and she knew that only too well.

When her mother died, Nala had no other family to look after her. She too was fast-tracked into space camp where she spent six years trying to achieve her dreams. A rare memory flooded back into her mind. She was about ten years old, and her space camp Captain asked her what she wanted to achieve from life. "I want to be Earth's Greatest Warrior," answered back an energetic Nala. A tear welled up, but she managed to blink it away.

"Captain Nala Dorne, report to launch bay immediately. Captain Dorne to launch bay," squawked the tannoy. Nala knew that her ship must have been prepped again for launch. She allowed herself one last glance at Zeyla's image before getting up from the bed.

General Hackness was waiting in the launch bay. Nala didn't particularly like him, but his ego would make you believe that he knew how to run a combat team.

"About time, Dorne," said Hackness. "Got here as soon as I could General," quipped Nala.

Hackness was about 6 foot 5 inches tall. He had a large scar running across his top lip, something he tried to cover with a thick grey moustache. Nala was told by a friend that he got it while shaving, but other stories from the base staff paint a different picture of a war hero. To be fair, there were probably around 12 to 14 different stories, so it was hard to know which to believe.

He clicks his fingers three times in rapid succession. "Wake up Dorne! Are you prepped for flight?" Asks Hackness. "Ready as I'll ever be, sir," exclaims Nala.

Hackness points towards the Ember and mumbles something about taking two of Nala's workerbots to sit on a special intel system. "We need to be one step ahead of those pirate freaks. I'm trusting that you can do that, Dorne?"

"Ugh, why does he have to take that tone with me," she pushes the feeling to the back of her mind and sighs.

"Welcome back Nala," says Marek. "What's our mission?"

Nala looks in the mission folder and shows Marek the datasheet.

- 1 - Fly to planets in the inner and outer galaxy. Collect more resources and return them home for processing.
- 2 - Manage the workerbots on the planets. Don't leave them vulnerable.
- 3 - Improve relations with the planet representatives.
- 4 - Keep the planets safe. Fight off the pirate nation. The Ember has a new cannon system installed and ready for action. Workerbots have also been reprogrammed to act as gunners if needed.
- 5 - The Government has set up a new vidcom ordering system. Fulfil the orders as quickly as possible. The new Galaxy Farmer programme will launch soon. We will then have fleets of farmers bringing back what we need to survive.
- 6 - Good luck farmers!

"So, I'm a farmer now?"

"Would seem we both are Marek!" Nala stares out of the viewport, takes a breath and whispers under her breath: "You're Earth's Greatest Warrior". "On my mark, prepare for launch. Three... two..."

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Objective of the game

You'll begin the game by previewing the first of 3 urgent orders. Start by planning which planets will create the resources you need to fulfil the orders and fly your workerbots out there in preparation of the harvest phase on the following turn.

Appoint workers to prepare your farm facility back on the home planet, which will start processing the raw resources as soon as you return there.

Watch out though! A deck of event cards will mess with your plans, which include planet populations rebelling, the universe warping - changing both time and space as you know it and a deadly pirate nation whose attacks and raids are merciless, taking valuable prisoners back to their void moon base.

When this happens you must jump onboard your ship, ready the weapon systems and prepare to become a valiant rescuer, risking it all to save the captives from a fate worse than death!

And don't forget - you can't let more than six orders slip by, otherwise the authorities will be asking for your licence to be revoked!

Just remember to keep flying, farming and fulfilling to win!

Card Recognition

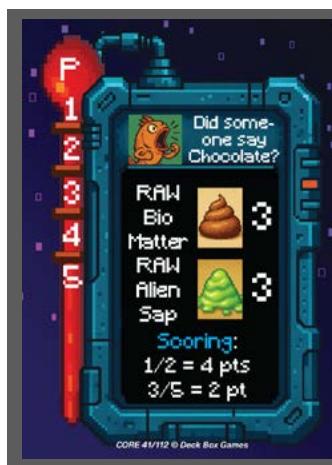
The following guide shows which side of the card is considered faceup and facedown.



Faceup side



Facedown side



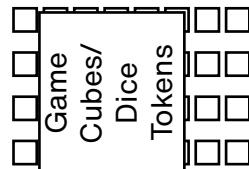
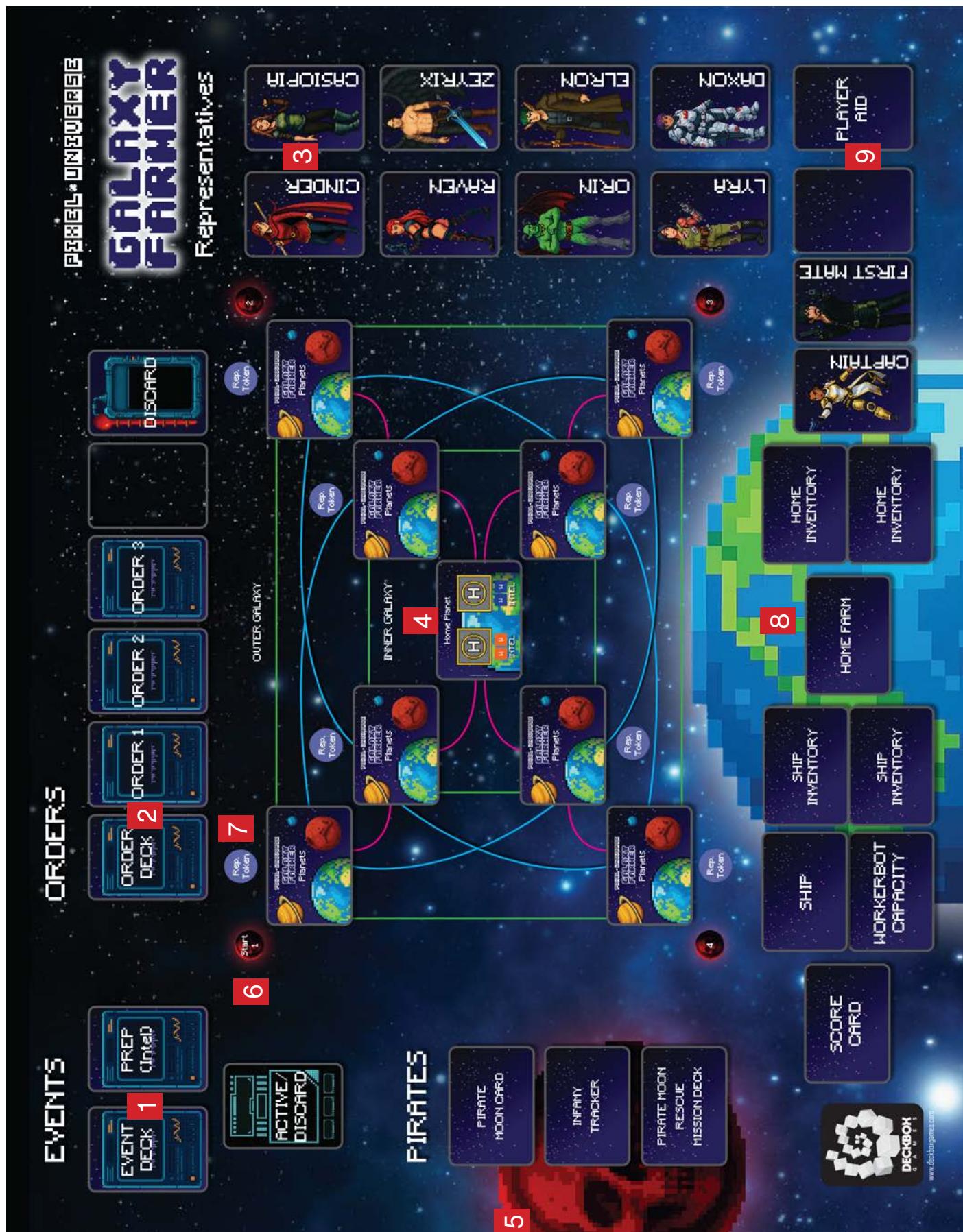
Faceup side



Facedown side



Setup



Set Up (all modes)/Solo Set Up/2P Co-op Set Up/2P Competitive Set Up

1 - Shuffle the **EVENT DECK** and place the whole deck facedown in the top left space as shown. The space shown to the right (marked Prep/Intel on our deluxe gamemat) and the space underneath (marked Active/Discard on our deluxe gamemat) will be used as the game progresses, so leave empty spaces as shown.

2 - Shuffle the **ORDER DECK** and place the whole deck facedown in the leftmost space. Now fill the next three spaces with a faceup card from the top of the deck. You should also place a red cube over the letter 'P' at the top of the order card. This now means that order is in 'Preview'. After the first round, the marker will drop to the number 1, then make it's way down the timer until it expires. All new orders are added with the red cube marker on the 'P' first.

3 - Place all **PLANET REPS.** cards with the side faceup which shows a specific artifact that they need to be given. Whilst the deluxe mat above shows specific spaces, the game cards can go in any order.

4 - Take the **8 PLANET CARDS** and shuffle the deck facedown. Ensure the **HOME PLANET CARD** is NOT included in the cards shuffled. Now place the **HOME PLANET CARD** in the centre of the table faceup. Take the 8 shuffled **PLANET CARDS** and now randomly place them faceup in the locations shown on the deluxe mat. This forms the **INNER** and **OUTER GALAXY**. Place the yellow resource cubes on the orange side of the numbers on the planet card, just off the card. Place a white cube on the blue side of the card, again just off the number tracker. Placing the white cube is also used for a competitive mode.

Place the P1 ship standee on the P1 landing pad on the **HOME PLANET CARD**. Place the P2 ship standee on the P2 landing pad. Place a P2 ship standee on the P2 landing pad for a competitive mode as well.

5 - Place the **PIRATE MOON CARD** (choose the standard or hard mode from the front or back of the card) and **INFAMY TRACK CARD** (choose which game mode you're playing from the front or back of the card) onto the shown spaces. Place the **PIRATE CAPITOL SHIP** standee on the **PIRATE MOON CARD** where shown. Place a red cube on the 'zero' space on the **INFAMY TRACK CARD**. Take the **RESCUE MISSION CARDS** and shuffle only the cards that show the terrain and ships. Do this facedown. Now carefully place the **top cover RESCUE MISSION CARD**, with the dynamic artwork and instructions, onto the **front** of the deck - without looking. Now place the whole stack of cards (faceup - but only showing the cover on top) in the space shown. Place the purple enemy cubes, dice and other game tokens to the side of the mat as shown.

6 - Place the 4 **PIRATE MOON** tokens at the edges of the **OUTER GALAXY** as shown. Now place the **PIRATE MOON** standee on the top left hand space marked with the number 1.

7 - Shuffle the **PLANET REPRESENTATIVE** tokens facedown, then place one token faceup randomly at each planet as shown.

8 - Place the **SCORECARD** faceup depending on whether you are playing solo/2p co-op, or 2p competitive. The second player takes a **SCORECARD** too with the 1p/2p co-operative side up. Players choose if they want to play a standard or hard game. In this game mode, the second player copies the solo set up by taking their own set of cards. For a 2p competitive game, both players take the scorecard each turned to the competitive mode side. Place a red cube on the card in the 'zero' space.

8 continued.../

Choose a **SHIP CARD** (see **page 21** for an explanation of how ships work) from the 6 in the box, then return unused ship cards back to the box. Take a **WORKERBOT HOLD** card and the **2 SHIP INVENTORY** cards and place them faceup in the shown slots. **The co-op player also takes a SHIP CARD, WORKERBOT HOLD card and the 2 SHIP INVENTORY cards.** For a standard game, place the 10 orange worker cubes on the **WORKERBOT HOLD** card. **In this mode, both players manage the 10 orange workerbot cubes between themselves.** In this mode, P2 takes 10 blue workerbot cubes and places them on their **WORKERBOT HOLD** card.

Take the **HOME FARM** card and place where shown with the starting level side faceup. Place the **2 PLANET INVENTORY** cards as shown.

Now choose a **Captain** and **1st Mate** card each. The cards have these roles on either side, so you can use the crew members you like most, but each role must be filled by a different crew member. When a choice has been made, return all unused cards back into the box. Now place red marker cubes on the **max health** and **max shields** space of each card.

9 - Optional EXPANSION SET UP:

Shuffle the **ARTIFACT HUNTER** cards facedown, then select 2 cards each. View the cards, and select 1, returning the unselected and the others back to the game box.

Shuffle the **PET** cards facedown, then select 2 cards each. View the cards, select 1 and return the unselected and others back to the game box.

Both cards should be kept close to the players' crew cards.

10 - All 4 PLAYER AID cards are kept handy on the tabletop for easy reference.

WIN/LOSE Conditions - Solo, 2P Co-op and 2P Competitive

WIN - You score 25 points in a standard game (35 in hard mode).

WIN - **First to 30 points.**

LOSE - You fail to complete 6 **ORDERS** in the given timelimits in a standard game or 4 in a hard game.

LOSE - The EVENT DECK is fully exhausted and no card is available to be drawn.

LOSE - The PIRATES score 30 points on the **INFAMY CARD**. **This fail condition does not apply in competitive mode. Players will be playing on the 2P Competitive side of the INFAMY CARD.**

PLAYER POINTS SUMMARY

Players can gain points in the following ways:

- 1 point for giving the correct ARTIFACT to the PLANET REP. (and place a Heart Token).
- 1 point per KILLBOT and reduce INFAMY track by one.
- 2 points for defeating the PIRATE CAPITOL SHIP and reduce INFAMY track by three.
- 3 points for successful RESCUE MISSIONS and reduce INFAMY track by one.
- x points for completing orders - score dependant on the value of the timer.

Turn Sequence

1 - Draw an **EVENT CARD** from the top of the main deck and place it facedown in the **PREP** slot as shown. If players have used workerbots on the intell slots on the **HOME PLANET** card, or have given the planet rep. **RAVEN VOSS** the **OBLIVION RUNE ARTIFACT** - you may peek at the **EVENT CARD** to see what event will affect the game when it activates. In a solo or co-op game, you can simply turn the card face up if you have the right requirements to view the card. In a competitive game you should not show your opponent what the **EVENT CARD** says, peek at the card, then lay it back facedown.

2 - Players take actions simultaneously: scoring instantly where applicable**

- 1 - Move between planets, using engine allowance and Warp Core if chosen to do so
- 2 - Place or collect workerbots (on planets, home planet and the home farm)
- 3 - Harvest (collect) resources from planets if available
- 4 - Fight off the **PIRATE CAPITOL SHIP** or **KILLBOTS** from a planet**
- 5 - Go on a **RESCUE MISSION****
- 6 - Fulfill **PLANETARY Reps.** tasks when you visit their planet (flip the card and place a heart token on the relevant space)**
- 7 - Once a **PLANET Reps.** card has been flipped over by a player, you may instantly choose to get them to join your crew. Only 1 is allowed at a time. You must break relationship with the Rep to take a different one with you.
- 8 - Use the actions of an unlocked **PLANET Rep.**
- 9 - Use **Captain/1st Mate** abilities and recover health and shields where allowed.

-PLAYER ACTIONS END-

3 - When the player ship returns to the **HOME PLANET**, resources can be processed from the raw items collected on the **SHIP INVENTORY CARDS** - through the **HOME FARM** card (with workerbots if available) - and onto the **HOME INVENTORY CARDS**.

4 - If player **SHIPS** are on the **HOME PLANET** at the end of the players turn, refill one space of the **WARP CORE**. This does not apply if a player moves through the **HOME PLANET** and ends their turn on another planet.

5 - Supply items for the **ORDER CARDS** with full resources (if both players in competitive mode can, or want to, fulfill the same order, then the points are shared - rounded up). Players score only orders that have been completed. As **ORDERS** are fulfilled, remove the resources from the **HOME** or **SHIP INVENTORY CARDS**. Remove completed **ORDER CARDS** and place away from the game board.

6 - Refill **ORDER CARD** slots (upto a maximum of 3 - depending on any event conditions). New orders should have the red tracker cube on the 'P' space. Any other orders already in play should have their timer moved on by 1 space. If an **ORDER CARD** expires, which is when the cube is moved past the last number on the track, place it in the **DISCARD** slot as shown and draw a new card. The **DISCARD** slot helps players keep track of failed orders.

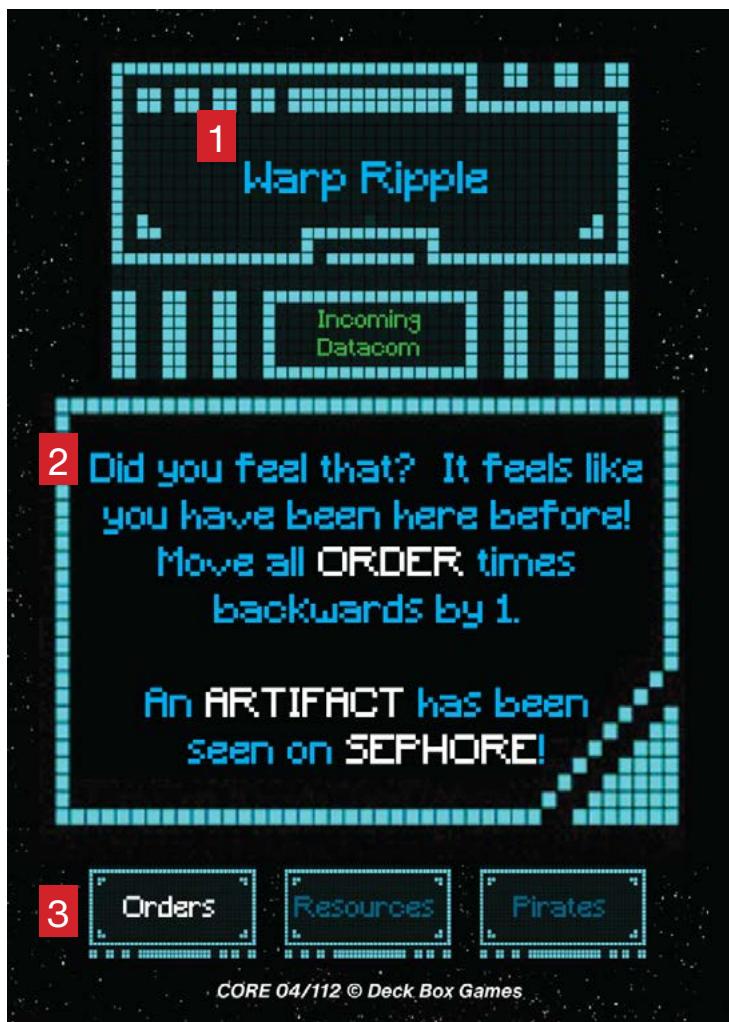
7 - Where players have placed workerbots, those planets 'increase' their available resources - move the relevant resource cube on the track by 1 or 2, depending on workerbot numbers or event card effects.

8 - Flip the **EVENT CARD** faceup from the **PREP** slot to the **ACTIVE** slot and follow the actions listed. If the event is immediate, do the effects straight away. If the event takes place in the next turn, do its actions during the next turn.

9 - Move the **PIRATE MOON** standee on by one space.

EVENT CARDS EXPLAINED

ANATOMY OF AN EVENT CARD



1 - Event Name

The event card's name appears here.

2 - Event Action

The action for the drawn event appears here. Depending on what you are asked to do, the card's event may happen straight way, or take place during the following players turn.

3 - Category of Effect

There are three categories. ORDERS, RESOURCES and PIRATES. The lit word on the card is a quick descriptor of what part of the game the card will have an affect on.



ACTIONS EXPLAINED

1 - MOVE: Check the move characteristics on the **SHIP CARD**. This will tell you how many planets you may move before you run out of fuel for that turn. Once you have exhausted this number, you are then allowed to use the **WARP CORE** to add additional movement spaces to your allowance.

When you use the **WARP CORE**, move the red marker cube to decrease the available slots for each movement. If you are not on the **HOME PLANET** when you end your turn (end of step 2 in the TURN SEQUENCE), then you can only move in the next turn by the available standard movement allowance. You cannot recharge **WARP CORE** - unless a **PLANET Rep.** or **EVENT** allows it.

If you return to the **HOME CARD** and end your turn, then you will get to recharge 1 unit of **WARP CORE**. Some planets may offer a recharging facility. This recharge happens 'live' during the action phase, meaning players can gain additional movement allowances for free if they plan their route effectively.

Movement routes between planets are shown on the deluxe mat below and on the enclosed **PLAYER AID CARD**, but essentially follows this restriction:



Permitted Routes KEY:

RED lines:

HOME to INNER, then to OUTER GALAXY and vice-versa

BLUE lines:

INNER and OUTER GALAXY travel lines

GREEN lines:

INNER to INNER GALAXY PLANETS and OUTER to OUTER GALAXY PLANETS

EXAMPLE: The player has a ship which allows 3 standard movement and 3 WARP CORE.

A Player could move from Home to planet 3 (red line) for 1 move allowance, then to planet 5 (blue line) using up a second move allowance, then planet 8 (green line) for their third and final standard engine move allowance. They could then move on to planet 2 (blue line) by using 1 **WARP CORE**. The player could end their turn there, then next turn, the player would have their 3 standard movement allowance refreshed, but now only have 2 **WARP CORE** left - unless they return **HOME** at the end of a turn to recharge 1 unit of their **WARP CORE**.

In the example above, if the player continued to move, the player could not then move on to planet 6 next, unless they pass through the **HOME PLANET** (red line) using the last 2 available **WARP CORE**. If the player took this route and ended their turn on planet 6, they would NOT recharge their **WARP CORE** as their ship did not end its turn on the **HOME PLANET**. Simply passing through the **HOME PLANET** does not count.

2 - Place or collect workerbots (on planets, home planet and the home farm): Players can move workerbots between their ship's worker hold card, planets, Home planet Intell slots or the home farm. Players can move workerbots around as much as they like, removing them or placing them in an available slot of their colour (marked with a W). Some planets allow players to leave more than 1 workerbot. If this is done, then the resources yielded doubles for that turn (only up to the planet's maximum limit). Players use of workerbots are only limited by the available slots. Picking up or dropping off (even if done multiple times within the same turn) is unlimited.

Workerbots that are on a planet when a **PIRATE** arrives are instantly captured and held on the **PIRATE MOON**. The owning player must run a successful **RESCUE MISSION** to get them back.

Some cards with workerbot slots have special instructions on them. Always read the card for the use of those slots/bots.

3 - Harvest resources from planets if available: Players that have a workerbot(s) on a planet can create a resource of the type(s) allowed by the planet. When the planets 'increase' their resources in step 7 of the **TURN SEQUENCE**, the following game round, players can visit the planet and collect the resources that are available. Simply reduce the planet's available number of resources and increase the same type of resource on the **SHIPS HOLD** card. This is an unlimited action and can be done on as many planets as the player is able to visit during their turn.

4 - Fight off PIRATE CAPITOL ship or KILLBOTS from a planet: Players can visit a planet that has either the **PIRATE CAPITOL ship** and/or **KILLBOT** cubes. Players can also visit a captured planet, to attempt a liberation by defeating all of the enemy **KILLBOTS**.

Players score instantly if they succeed in fighting off the enemy.

See more about the actual fighting mechanism in the **PIRATE** section.

5 - Go on a RESCUE MISSION: If workerbots or a **PLANETARY Rep.** has been captured, then players can decide to go on a **RESCUE MISSION**. To do so, look to see where the **PIRATE MOON** standee is and move your ship to that location. It takes 1 movement point to go from the closest **OUTER GALAXY PLANET** to the **PIRATE MOON**. Once on the **PIRATE MOON**, the player must navigate across the surface to the holding bay to rescue the captives.

If beaten, a player will immediately return to the **HOME PLANET** where their turn will end. They will recover all Captain Health and all repair all Shields, but will miss the entire next turn as a penalty. They may, however, operate the home farm and complete orders as normal.

If a **RESCUE MISSION** is successful, the player can collect their own colour workerbots and one **PLANET Rep.** token if available. The successful player will immediately score for the mission and can now travel back through the planet map again relative to how many standard engine and available **WARP CORE** they have left. How to use the **RESCUE MISSION** deck is explained later, but as you move through the moon's defenses, you do not need to use any movement allowances.

You may return a **PLANET Rep.** back to any vacant planet (if more than 1 has been captured), but the planet's ability won't function until it has been cleared of all **KILLBOTS** and the Rep. successfully delivered back to the planet.

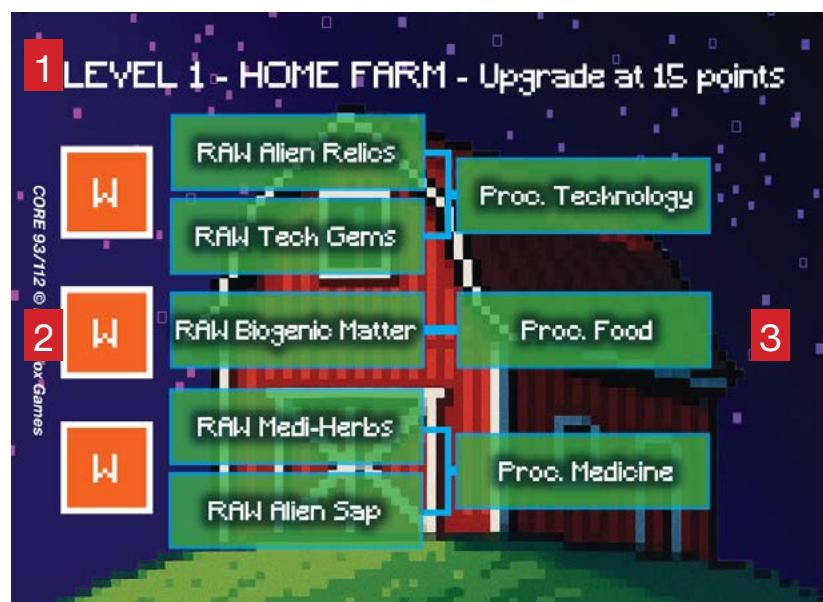
More on how the **RESCUE MISSION** game mechanisms work is found in the **RESCUE** section.

6 - Fulfill PLANETARY Reps. request on their card (flip card and place a heart): A player can decide to fulfil the **ARTIFACT** request shown on the Reps. card to allow the player to flip the card over and gain exclusive access to the Rep. and their ability by placing a heart token on the card. The player **MUST** be on the planet when completing this task.

HOME FARM EXPLAINED

Players that land on the **HOME PLANET**, either as part of their moves or at the end of their turn may use the **HOME FARM** to process items. As long as a workbot is equipped, players simply remove the required **RAW** items from their ship hold and increase the relevant tracker cubes on the **HOME INVENTORY** as **PROCESSED** items.

ANATOMY OF THE HOME FARM CARD



1 - Farm Level

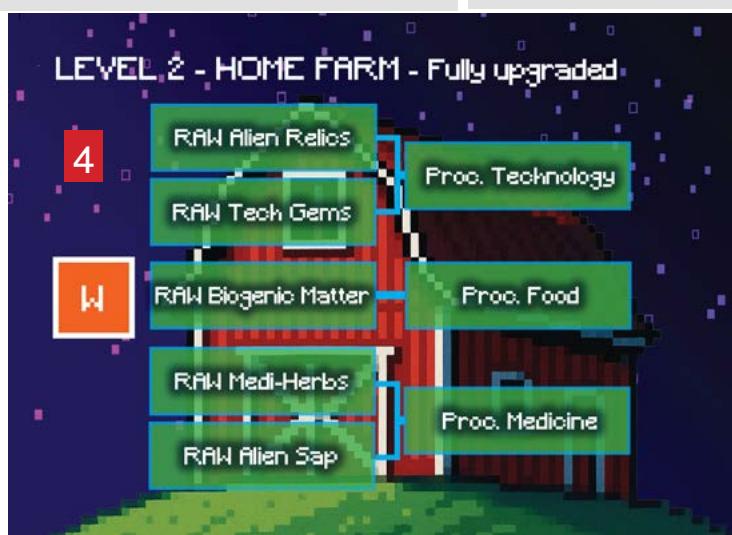
When play starts, all home farms are set to LEVEL 1. This requires 3 workerbots to be placed in specific locations to process raw resources.

2 - Workerbot Slots

To allow the processing of a specific raw resource, players must equip a workerbot to the relevant space.

3 - Raw to Processed

This guide shows what raw resources need to be process together to create the processed item. Food is processed by using just raw biogenic-matter.



4 - Level 2 Farm

As soon as the player hits 15 points, the scoring player flips the farm over to the opposite side.

The level 2 farm is far more efficient, requiring just 1 workerbot to process and of the three available items.

ORDER CARDS EXPLAINED

Each turn players have the chance to fulfil an outstanding order. What the cards mean is shown below:

ANATOMY OF THE ORDER CARD



4 - Requirement

This area of the datapad shows what resources are required to fulfil the order. Some orders will require RAW items, some will require PROC. (Processed) items. RAW items are simply transferred from the **SHIP HOLD** directly to the **ORDER**. Processed orders are transferred from the **HOME INVENTORY**.

Additional ORDER CARD Rules

If the timer reaches the last number on the timer, and the next turn you must lower the timer again, the card must be removed and placed in the DISCARD slot. Players should keep a running total of the number of cards not fulfilled. A standard game allows 6 failed orders and a hard game allows only 4. Failure is counted immediately on the 6th or 4th failed card.

If two players in the competitive mode can (and want to) fulfill the same order, then they can do so, but must share an equal half in reward points - rounded up. EG: an order is fulfilled for 5 points by both players. Both players get 2.5 points, rounded up to 3 points each.

1 - The Preview Slot

When an **ORDER** card is drawn, the red marker cube is set on the preview 'P' space. This allows players a turn to see what order is 'coming' up and plan their actions. **ORDERS CANNOT** be fulfilled whilst in the 'Preview' mode.

2 - Order Timer

Each turn the timer will move down by 1 (unless moved more - or less, by events). When the red tracker cube is on top of the last number, players have just one turn left to fulfil it otherwise it will go to the discard pile and count towards the fail condition.

3 - Card Name

This is the name of the order accompanied by a small image.

5 - Score

This is where players can find the value of the order depending on when it was completed. On the example card, if a player(s) complete the order in the first 2 turns on the timer, they score 4 points. If it is completed in turns 3 to 5, they score 2 points.

PLANET CARDS EXPLAINED

Each planet has a workerbot placement limit and a resource limit. It also has a quantity of KILLBOTS required to control the planet.

ANATOMY OF THE PLANET CARD



1 - The Planet Name

This is the name of the planet. It is referenced in the event cards.

2 - Workerbot slots

Workerbot spaces can be filled with the player's coloured cubes. When there are two workerbot spaces, players can opt to use two workerbots to gain double resources each turn, or just one for a single resource per turn.

3 - Planet Resource

This is the resource created by the planet when workerbots are placed in the relevant slots. As seen, planet ARODITE produces only RAW Tech Gems, but (on the top card) Planet Zorvaxis, creates any RAW resource. On this specific planet, players can choose what they want. For example, if there were 4 available resources on ZORVAXIS, the player might choose to take 1 Tech Gem, 2 Alien Sap and 1 Medi-Herb at the same time. The resource marker would reset to zero.



4 - Resource Counter Slots

This track moves along during the resource increase phase (step 7). When a resource track reaches the end, the planet cannot create any more resources until a player collects them. When this happens, players have the chance to find an ARTIFACT. See more in the ARTIFACT rules section.

5 - PIRATE Control Number

When an EVENT CARD says that a KILLBOT is placed on the planet, a purple cube is placed here. If all of the slots are full, the PLANET REP. is captured (remove their token and place it near the MOON card). Workerbots are also captured and taken to the MOON. Any grown resources are destroyed. The INFAMY tracker is increased!

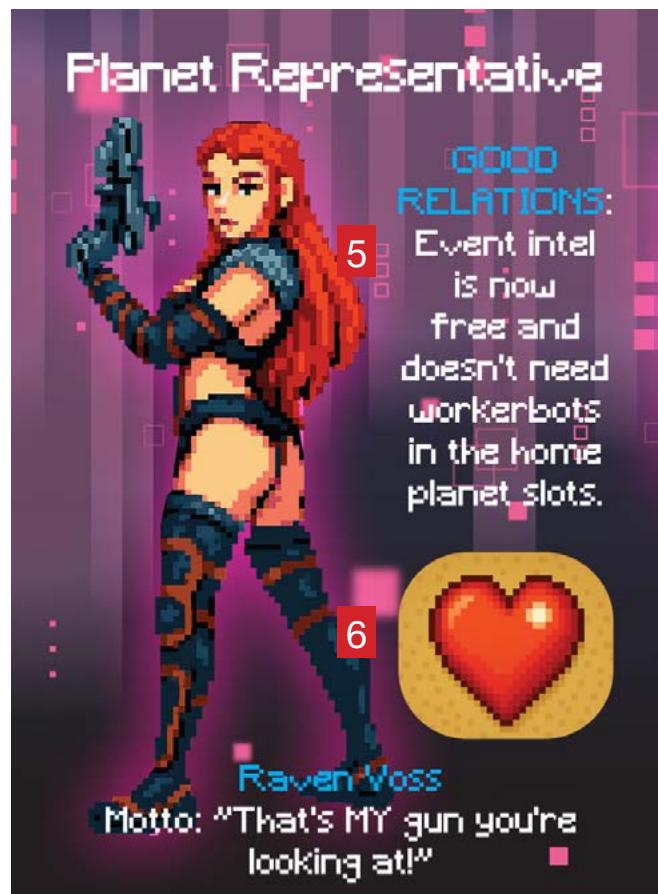
Additional ORDER CARD Rules

If a planet falls under PIRATE control, players must fight off all present KILLBOTS individually until the planet is free. Only then may they place workerbots, increase planet resources and return a PLANET REP. that had been captured, but subsequently freed by going on a RESCUE MISSION.

PLANET REPRESENTATIVE CARDS EXPLAINED

Each planet has a rep. who offers players the chance to gain in-game buffs. Players may unlock/form a relationship with all 8 reps if they wish. Once a relationship has been formed, the player can opt to take one of them on board their ship as a full time crew member. By doing this, the player guarantees that they cannot be captured by the pirates and that the buff offered only works for them and, in a competitive game, never for the opponent.

ANATOMY OF THE REPS. CARD



1 - The Reps. Name

The Reps. name and image appear here.

2 - What is being unlocked

This will give the players a reminder of what they can unlock if they give the correct ARTIFACT to the Rep.

3 - The Artifact Required

Either through farming planet resources or from EVENT cards, players will get the chance to search for ARTIFACTS. See the ARTIFACTS rule for more.

4 - Unlocking points scored

The first player to give the correct ARTIFACT scores 1 point and flips the card to the other side.

5 - The In-Game Buff

The successful player now has access to this buff.

6 - Players Tokens

The successful player places their token here.

Additional PLANET REP. RULES

Any player can complete the tasks shown on the card, however, once a card has been flipped and a player has put their heart token on it, the other player does not gain any boost from the planet, nor can they have a relationship from finding ARTIFACTS. If there was an 'always available' boost that stops for the other player too.

PLANET REPS. Rules Continued.../

The only way to gain the abilities on the card (if you were not the **ARTIFACT** giving player) is to successfully rescue the Rep., should they get captured, from the **PIRATE MOON** by starting a **RESCUE MISSION**. If you are successful in rescuing the Rep. then you may also place a heart token on the card and gain the same buff as the opponent unlocked originally. The player who already has the ability and heart, may also rescue the Rep, but gains nothing apart from denying the opposing player the opportunity.

If a Rep. is captured and rescued by a player before anyone has given the **ARTIFACT** they require, then the only action a player can take is to return them to the planet by destroying the **KILLBOTS** to allow farming to proceed again. The Rep. does not form a relationship with that player.

TAKING A REP ON AS CREW

Once a player has their heart token on the Reps. 'Good Relations' side, the player can choose to take the Rep. on as a full time crew member. You may only choose one at a time to take as a crew member. However you may choose to break the relationship to choose another Rep.

When you take on a Rep, simply take their image token and place it alongside your crew cards. This player now has exclusive access to their in-game buff, denying their opponent the chance to gain this buff too. Reps that have been taken on as crew cannot be captured by the PIRATES - even if their original planet falls to the PIRATES through the number of **KILLBOTS** placed. However, the planet's function for resources does stop until the **KILLBOTS** have been destroyed as per the normal rules.

MOVING A REP FROM CREW

Breaking a relationship might be necessary to achieve a goal. If you want to break a relationship with a Rep. that is on your crew, simply fly to their planet, return their image token and remove your heart token from their card. If you are the only player with that token, then you must flip the card back to its locked side and replace the **ARTIFACT** back into the pool. You must now place your heart token with the broken heart side facing up next to the image token of the Rep. This token shows that you cannot do any actions on that planet for 2 whole turns. After 2 turns, remove the heart token and the player can now do actions as normal. A broken heart takes time to heal! However, as soon as you've completed this action, you may now move (within the same turn if you can) to the planet of a new Rep. you'd like to take on board. Romance moves fast in space!

CASIOPIA

Building a relationship with Casiopia is the same as the other Reps, but she allows players that haven't built relationships with her to recharge 1 **WARP CORE** immediately everytime they pass through her planet. This can be done multiple times per turn if movement allowances allow. This 'always available' boost stops if Casiopia's card is flipped by a player. Now only the player with a heart on her card can gain the buff.

CO-OP RULES

In a Co-op game, each player may fulfil an **ARTIFACT** request and/or take a Rep as crew and both players will gain those benefits jointly. The rule of one Rep. per player still applies.

SHIP CARDS EXPLAINED

At the start of the game players are invited to chose their ship. The ship cannot be changed during the game. In a solo game, the player only takes 1 ship card. In a Co-op game, both players take a ship, but share the workerbots of one player. In a 2 player competitive game, each player takes a ship and their own workerbots.

ANATOMY OF THE SHIP CARDS



An Easy Ship

1 - The Ship Name

The name of the ship is shown here.

4 - Basic Weapon

When fighting, this is the die rolled.

6



A Harder Ship

2 - Movement Standard

This shows how many planets can be moved to each turn as standard.

3 - The WARP CORE

At the beginning of the game, the red marker cube is placed on the highest numbered block. Each use reduces the number.

5 - Enhanced Weapons

If the player uses workerbots, the weapon strength is increased by using bigger dice.

6 - Blue Beginner Bars

Two ships in the game have blue bars on them to denote that they are easier to play for beginners.

FIGHTING RULES - quick overview

When a player wants to enter a fight, they reference the enemy strength on the **INFAMY** card and roll a die as specified on the weapon they have. In the Quantum Ember, a D6 (a regular 6 sided die) is rolled. The player hopes to level or beat the strength of the enemy to kill them.

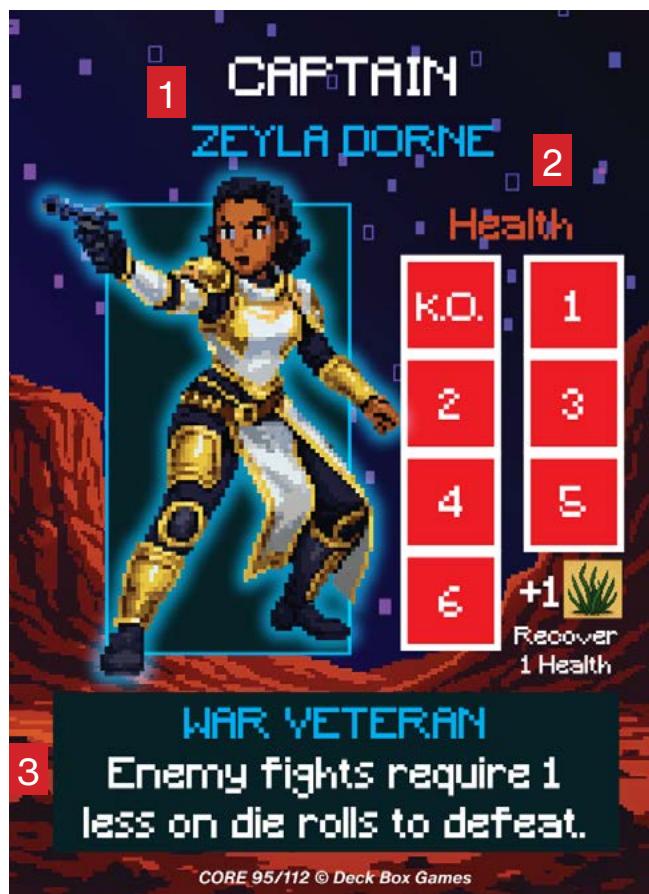
If a player uses two workerbots in the spaces shown, they may roll a bigger die. On the Quantum Ember the player now rolls a D12 (a special die that has 12 sides), but on the Nove Kestrell the player must use three workerbots and only upgrades to a D10 (a special 10 sided die). However, they also get 1 re-roll, but they must accept that re-roll value - even if it's lower than the original roll.

A more detailed explanation of PIRATE Strength from the **INFAMY** card and fighting, using the Captain and 1st mate to offset bad dice rolls will be explained in a later section.

CAPTAIN & FIRST MATE CARDS AND FIGHTING EXPLAINED

Each Captain card has the same character on the reverse in a First Mate role as well. You must select your crew at the start of the game by choosing two different characters in the roles of CAPTAIN and FIRST MATE (as shown in the example below).

ANATOMY OF THE CARDS



1 - The Captain's Name

The role of Captain is shown at the top, with the character's name underneath.

2 - The Captains Health

A red marker cube is placed on the highest number shown as the Captains starting health. See the fighting rules for more,

3 - Special Rules

Each Captain has a special rule that can be used by the player to help them in the game.

4 - The First Mate's Name

The role of First Mate is shown at the top, with the character's name underneath.

5 - The Shields

The First Mate controls the ships shields. Each card is different, so pick wisely!

6 - Shield Repairs

When you take damage you'll want to repair your ship. This is the rules for doing just that!

Additional CREW RULES

Remember, each crew member has different buffs and rules for shields. Look for a synergy between the Captain's strength and the First Mate's ability to repair shields. If the shields run out, then the ship is damaged. The ship can only hold 3 of each resource, so players will lose the over-count of resources if damaged. If the Captain is knocked out, then the player must end their turn immediately, return to the **HOME PLANET** and miss a turn. During this time, players will recover full health and shields. The only actions they may take is on the **HOME FARM** and the fulfilling of **ORDERS**.

FIGHTING RULES

Each player will now have a SHIP - and its associated HOLD and WORKERBOT cards, a CAPTAIN and a FIRST MATE. Looking specifically at the SHIP/HOLD/CAPTAIN and FIRST MATE cards, we'll take a look at the fighting mechanism in Galaxy Farmer.

KILLBOTS

When a **KILLBOT** is placed, the player may move to the planet and challenge the **KILLBOT**. The strength of the **KILLBOT** can be found by referencing the **INFAMY** card. Depending on the **PIRATES**' score on the track, the number at the end of the row shows how strong they are. That is the number on the die that the player is trying to level or beat. If fighting the **CAPITOL** Ship, check the **PIRATE MOON CARD** to see the strength. This value only changes if the players decide to play a Standard or a Hard game, otherwise it remains at that value throughout the game.

FIGHTING RULES:

Players check their active weapon on the **SHIP** card. If they have used workerbots on the enhanced weapon, then this is the die you roll, otherwise roll the die shown in the **BASIC** weapon slot. If the weapon says +1RR, the player will also get one free re-roll, but if the die is re-rolled, the new result must be the one taken - even if it is worse than the original roll.



Players roll the die and hope to match or beat the **KILLBOT** strength value - shown on the **INFAMY** card track in purple. This strength changes depending on how many **INFAMY** points the Pirates have. When fighting the **CAPITOL SHIP**, refer to the **PIRATE MOON** card for its strength value. Players must fight each **KILLBOT/CAPITOL SHIP** individually and may do this action repeatedly whilst they still have health remaining.

Any value not covered on the die roll must be taken from the **FIRST MATE'S** shields, then, when the shields are exhausted it is taken from the **CAPTAIN'S** Health.

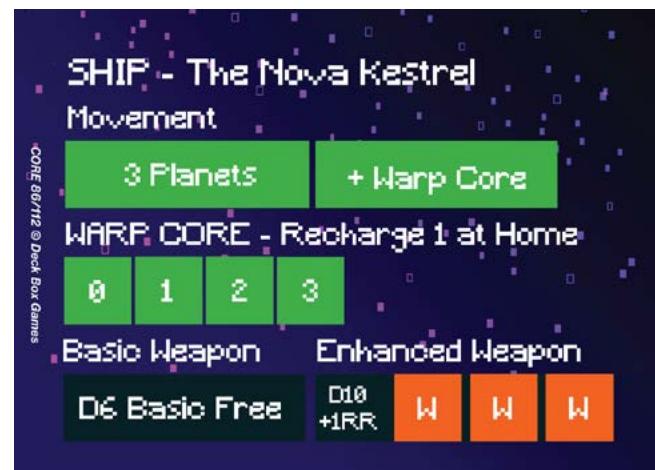
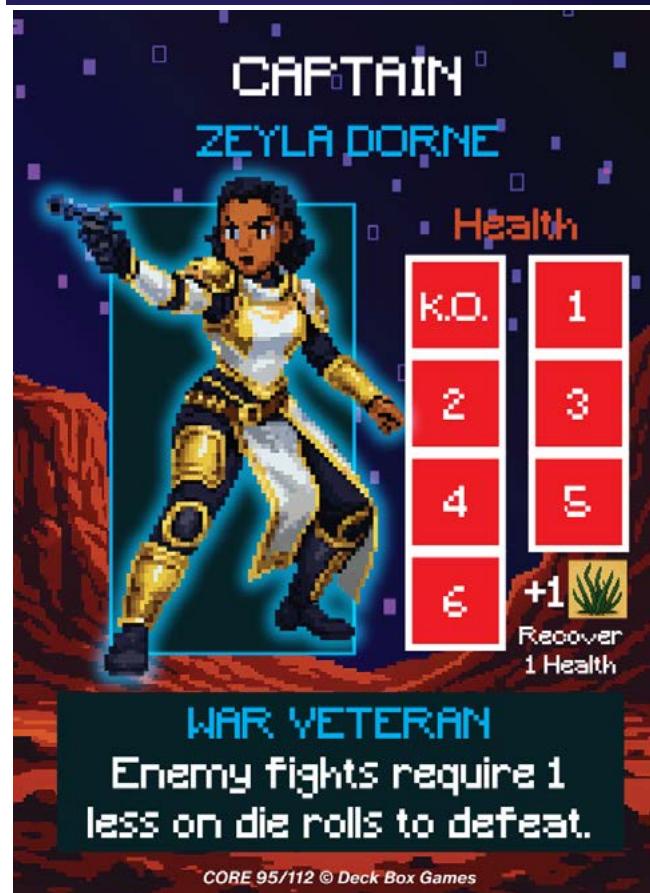
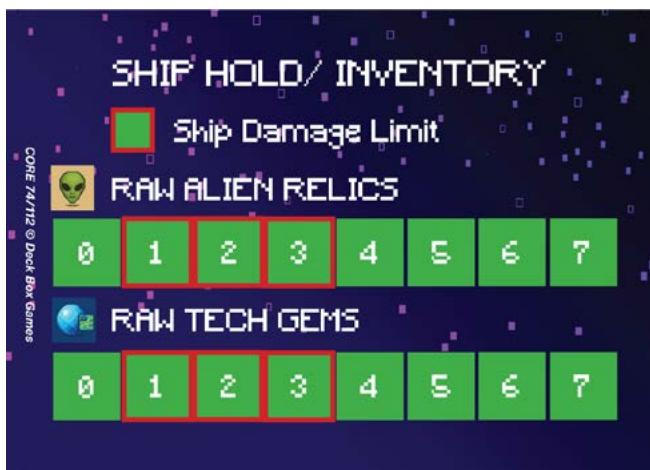
If the **FIRST MATE'S** 'Ship Damage' slot is used, then remove all resources that are on the ship higher than the value three. Until the shields are repaired, the ship cannot carry more than three of any resource.

Players may decide whether to repair shields or heal the **CAPTAIN** first - or a bit of both if you have the available resources.

BUGGING OUT:

At any point during a fight, but before a K.O result, you may run away. Simply move away using the player's remaining standard move allowance or **WARP CORE**. You cannot just return **HOME** in one move unless you are knocked out. By **BUGGING OUT**, you retain the shield and health damage you took up to the point you decided to run away.

EXAMPLE SHIP AND CREW



FIGHT EXAMPLE:

For this example, if the pirates have scored 11 **INFAMY** points, then all **KILLBOTS** have a strength value of 5. The player is flying the **NOVA KESTREL**, which allows the player to roll a D6.

The player rolls a D6 and hopes to get a five or a six. If they do, then the **KILLBOT** is immediately destroyed and returned to the pirate cube pool. The player scores one point for this and can also push the **INFAMY** track back by one.

What happens if a player rolls badly?

So, keeping with the set up shown above, let's say the player only rolls a one.

Of the five points needed to destroy the **KILLBOT**, the player has only stopped one point. The remaining four points need to be accounted for. The **FIRST MATE** operates the shields. Sora Vantrell has three shield points and one 'ship damaged' slot. The player would move her tracking cube back by four places to the 'Ship Damaged' square.

When this slot is activated, the ship's hold takes a hit. Any resources above the 'damaged limit of three' are wasted and the tracker is reduced to reflect that damage.

Although your ship was damaged and all shields are now gone for the moment, the **KILLBOT** has been destroyed and scoring takes place.

Each **FIRST MATE** has different ways that they repair shields, so during the turn, try to focus on that so that you can begin collecting more than three resources again.

If a result should require more allocation of shields than the player had, then Zeyla Dorne's (the **CAPTAIN**) Health will suffer. This is reduced in the same was the Shields were. When the **CAPTAIN** hits K.O, then the player's ship is returned to the **HOME PLANET** immediately and the turn ends. The player may only move resources around, or through the **HOME FARM** to fulfil orders, but must miss a turn. During this time, the player will renew all of the **CAPTAIN'S** Health and all of the **FIRST MATE's** Shields.

As long as you match the **KILLBOT** strength before getting a K.O, the **KILLBOT** will be destroyed.

Note that the **CAPTAIN** can recover one slot of health by using a **RAW MEDI-HERB**. This can be done as many times as needed at anytime during a turn (even during a fight) as long as you have the **RAW MEDI-HERBS** available.

REDUCING THE INFAMY TRACK

Players reduce the INFAMY track when they:

Destroy a **KILLBOT** - Move the track back by one point.

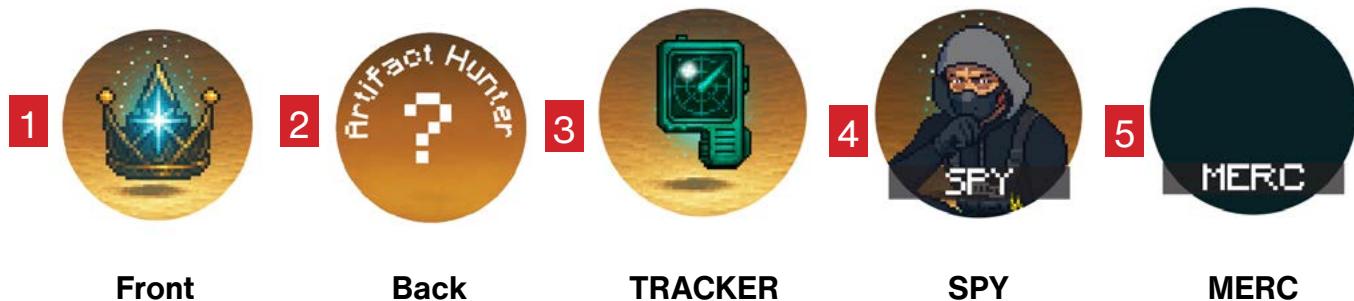
Defeat the **PIRATE CAPITOL SHIP** - Move the track back by three points.

Successfully complete a **RESCUE MISSION** - Move the track back by one point.

ARTIFACT TOKENS EXPLAINED

There are 14 ARTIFACT tokens in the game all marked on the back as shown below. The front of the tokens are all different. 10 tokens contain actual ARTIFACTS. One contains an ARTIFACT TRACKER, two are PIRATE SPY's and one is a MERC for hire.

ANATOMY OF THE ARTIFACT TOKENS



1 - An ARTIFACT

These ARTIFACTS can be collected - see ARTIFACT HUNTER EXPANSION rules, given to Reps, or returned to the pool for one of any processed Item - added immediately to the home inventory.

2 - Token Backs

The backs of all 14 tokens have this question mark on them. During play, keep them all this side up until drawn. Returned tokens must go back facedown and then shuffled.

3 - The TRACKER Token

When this token is drawn, players have the opportunity to view all of the available facedown tokens to find the ARTIFACT they actually want. The tracker should be re-added to the token pool and then re shuffled.

4 - A PIRATE SPY

If the PIRATE SPY is drawn, then players must place the token next to their CAPTAIN card. Players must assign two workerbots to the SPY token for one turn to remove it. Place it back in the pool and shuffle the tokens.

Whilst the SPY is on the ship, players cannot return to the HOME PLANET.

If an event forces them home - such as a K.O. from a fight, then the spy is found by the HOME PLANET forces and removed. The K.O rules apply as normal in this situation.

5 - The MERC for HIRE

If a player draws the MERC token they can utilise it in a few ways.

1 - Use it to remove a **SPY** token. Both are placed back in the pool and reshuffled.

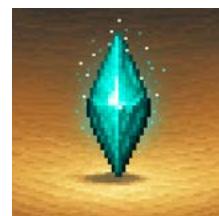
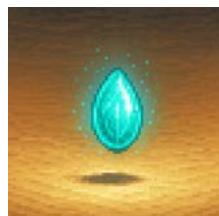
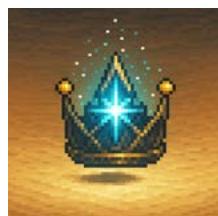
2 - Use it to steal any resource from a competitor - Ship or Home are valid targets! After 1 use, reshuffle back into the token pool.

3 - Use it to automatically defeat 1 **KILLBOT**. After use reshuffle back into the token pool. Players still score as normal for the removal of the **KILLBOT**.

4 - Throw back into the token pool the same as other **ARTIFACTS** for 1 of any raw resource or processed item.

5 - Use it to steal an **ARTIFACT** from a competitor.

ARTIFACT IDENTIFICATION



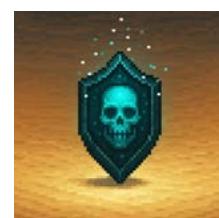
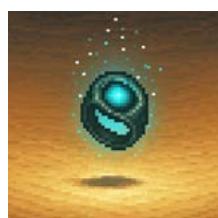
The
**STARFORGED
CROWN**

The
**CHRONO
SEED**

The
**SOLARIS
SHARD**

The
**PARADOX
CODEX**

The
**PHANTOM
CHALICE**



The
**OBSIDIAN
RING
OF ACHMORRE**

The
**NEXUS
SCARAB**

The
**ETERNAL
ROSE**

The
**SHIELD
of the
VOID
HARBINGER**

The
**OBLIVION
RUNE**

PIRATE RULES

The PIRATE CAPITOL SHIP and all of the **KILLBOT** cubes start at the **PIRATE MOON**. The PIRATE CAPITOL SHIP is moved by directions on certain **EVENT CARDS**. The **EVENT CARDS** will instruct players which planet they visit, what they do there and how many **KILLBOT** purple cubes they leave. Between **EVENT CARD** instructions that relate to the PIRATES, their PIRATE CAPITOL SHIP will remain on the planet and not move - unless a player goes to fight with them. When a player fights - and wins against the PIRATE CAPITOL SHIP, it is removed from the planet and returns to the **PIRATE MOON** landing pad until another **EVENT CARD** moves it.

If the player fights with **KILLBOTS** - and wins - the cubes are simply removed back to the pirate cube pool.

If a player fights on a planet that has both the PIRATE CAPITOL SHIP and **KILLBOT** cubes, the player must first win against the PIRATE CAPITOL SHIP and then take on the **KILLBOT** cubes individually.

When the enemy arrives at a planet, they immediately capture any workerbots and instantly destroy any resources. They gain **INFAMY** points for doing this. They only capture a **PLANETARY REP.** when a planet is fully controlled - or an **EVENT CARD** directs this action.

ANATOMY OF THE PIRATE MOON CARD



The Pirate moon standee that moves around the galaxy

1 - The PIRATE CAPITOL SHIP

The number displayed here is the strength of the **CAPITOL SHIP** throughout the game.

2 - MOON LANDING PAD

At the start of the game and when defeated by a player, the **CAPITOL SHIP** is placed here.

3 - INFAMY Track Points

This shows what the PIRATES score on the **INFAMY** track when they do certain evil deeds.

PIRATE INFAMY RULES AND CARD EXPLAINED

INFAMY is the point scoring of the PIRATE NATION. Players do not want to allow the PIRATES to grow their presence and score 30 points in a solo/co-op game, otherwise it's a lose condition for the game. The pirates earn points by doing evil things. See point 3 on the previous page.

ANATOMY OF THE REPS. CARD



1 - Solo/Coop Mode

This shows that the card is set up for a solo/coop game.

2 - KILLBOT Strength

As the pirates gain more **INFAMY**, their forces get stronger. This is the number players need to level or beat when rolling dice.

3 - End Game

If the pirates get 30 points, players in the solo/coop mode lose.

4 - Competitive Mode

The real war is between players. The pirate nation are a real annoyance in this mode!

5 - Competitive Rules

In this mode, when the pirates score 10 and 20 points, different actions are taken.

NOTE: Players cannot lose by INFAMY points in a competitive game.

Additional INFAMY/Pirate Strength RULES

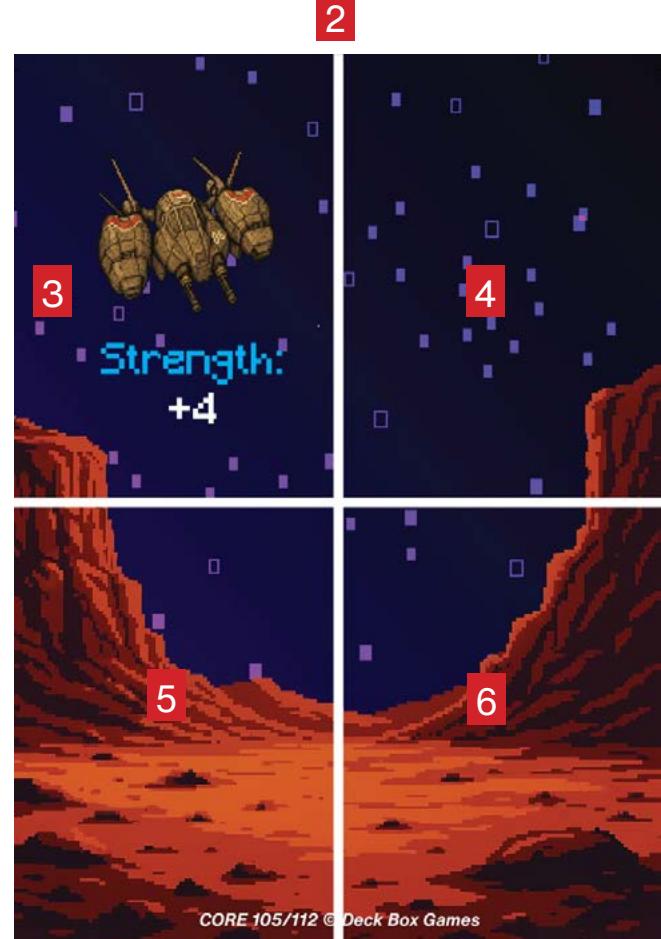
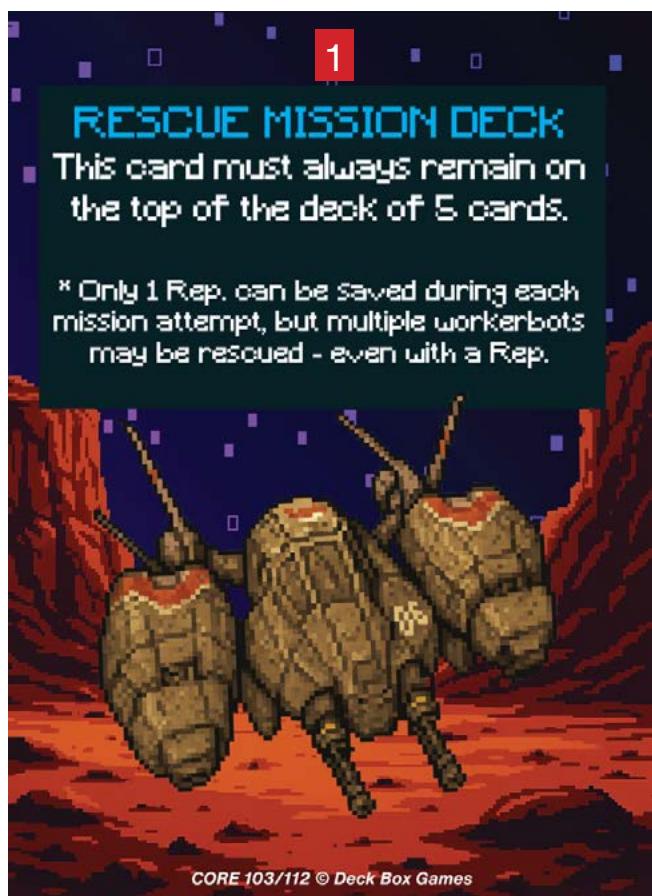
As shown in point 2, the **KILLBOT** strength is shown here. For example, a player who has allowed the pirates to score up to 11 points will now face off against **KILLBOTS** that need a 5 or more rolled on their weapons die. The strength of the **PIRATE CAPITOL SHIP** remains constant throughout the game and is found on the **MOON CARD**.

RESCUE MISSIONS

If, ever since seeing a farmer-boy from an outer-rim planet, who grabbed a few mates and went off on a joy-ride in space to rescue a princess from a nefarious nation of evil things, you have ever wanted to do the same thing... Well, now's your chance, you lucky... space... nerf-herder!

Rescue missions will have you flying across the Galaxy to rescue your workerbots and Reps. (some of whom may even be princesses) from an evil pirate nation on a floating moon. I mean, is it really that obvious!?!? These rules show you how you can re-live that sort of experience.

ANATOMY OF THE MISSION DECK



1 - The Top Card

This card must remain on top of the deck. Under this card, all other mission cards (as shown next) are actually face up - so don't look!

2 - A mission card

This mission card is split into 4 zones. When a player reveals this card (which is under the top card), they are trying to find empty zones.

3 - A PIRATE ATTACK

Seeing this means you've been found by a pirate ship that is defending the moon. Fight it in the same way you'd fight a KILLBOT.

4 - An Empty Zone

This is what you're looking to find if you want a smooth rescue mission.

5 - An Empty Zone

This is what you're looking to find if you want a smooth rescue mission.

6 - An Empty Zone

This is what you're looking to find if you want a smooth rescue mission.

Additional INFAMY/Pirate Strength RULES

Players are trying to skim the surface of the moon undetected. However, you must fight anything that pops up. Get past all 5 cards and you can make the rescue! And grab a welcome 3 points in the process!

EXAMPLE RESCUE ATTEMPT:



Step 1

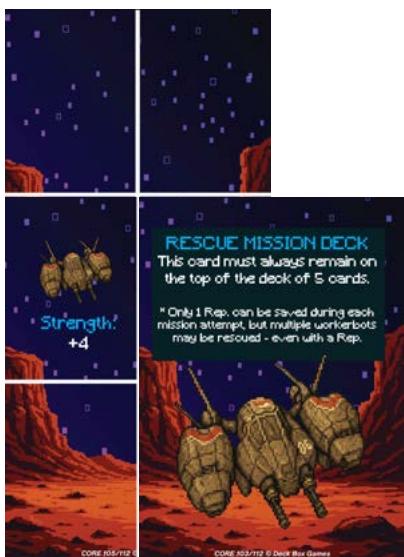
Players will start with a deck that only has the top card showing and 5 other cards faceup underneath.



Step 2

Players will choose which way to move the top card so that half of the card underneath is revealed.

In this example, we've found a pirate ship and we must fight it. It has a strength of 4. Fighting works in the same way as described earlier in the rules, but if you get a K.O, then you must abort the rescue and return HOME.



Steps 3 to 6

Players will continue to choose which way they wish to fly. In this step, we've taken the top 2 cards and revealed half of the 3rd card underneath by moving the top card and card 1 down by half. The newly revealed card has not moved and is still sitting perfectly on top of the rest of the deck cards that we've not revealed yet.

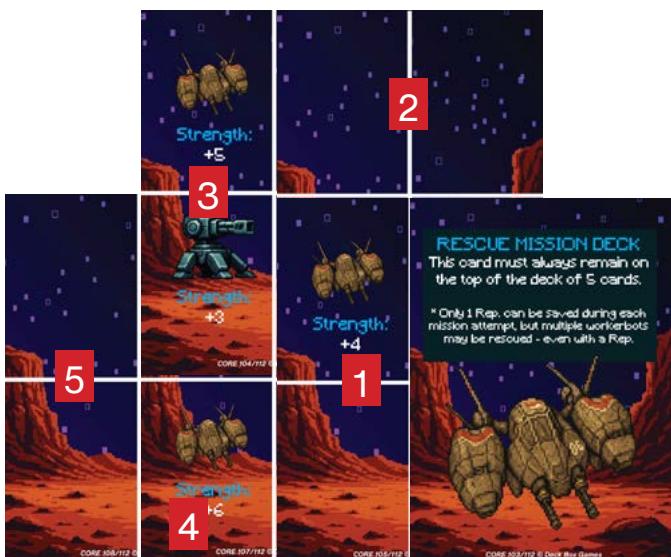
In this example, we chose to go down and luckily found no enemy resistance, so we can move on to reveal the next card until we have worked through all 5.

Final outcome

After working through the cards in this example you can see we found a lot of pirates! Not ideal, but still achievable!

Our turns from point 1 were:

- 1 - Right by half - (Str. 4 Pirate).
- 2 - Down by half - (Clear).
- 3 - Right by half - (Str. 5 pirate and Str. 3 Gun)
- 4 - Down by Half (Str.6 pirate) Notice that although we moved the cards down by half, only 1 zone on the card was revealed. You MUST reveal a part of a card - you can't go left and say the whole card was hidden under the top card! Try and work clever!
- 5 - Right by half - (Clear and Rescue Successful).



RESCUE MISSION RULES Continued.../

Remember... when you decide you want to start a **RESCUE MISSION**, you must first look to see where the **PIRATE MOON** standee is. Once located, you must fly out to it. When you get to the planet closest on the **OUTER GALAXY**, you must use one extra move allowance to get to get to the moon. Place your playing piece at the side of the moon standee.

Now collect the **RESCUE MISSION** deck and proceed as shown over the previous couple of pages until you succeed or fail.

If you fail, simply return to the **HOME PLANET** immediately. Repair all shields, recover all health and then wait one turn before jetting off again. Remember, the **HOME FARM** and **ORDER** fulfillment is still available to you whilst you wait out your turn on the **HOME PLANET**.

If you succeed, then collect any/all workerbots of your colour if they were taken captive and, if there's multiple Reps. captive, choose just one to save. You can now either return home as a single free move, but your turn will end, or you can fly back through the planets and take other actions if you movement allowance will permit this. If you do decide to return home in one move, you do not automatically recover health or shields - unless that is a buff you have. You also do not miss a turn, you continue as normal in the next turn.

BUG OUT:

As with **KILLBOTS**, you can **BUG OUT** and run away. At any point during a mission, but before a K.O., you may run away. Simply reset the mission deck for the next attempt and move your allowance back through the planets. You cannot just return **HOME** in one move unless you succeed or get knocked out. By **BUGGING OUT**, you retain the shield and health damage you took up to the point you decided to run away.

RETURN THE REP.

Now you have the Rep. on board, you must return them to their home planet - or any free planet if there are multiple to choose from. However, before you can drop them off, you must fight and remove all **KILLBOTS** on that planet to liberate it first.

As per the Rep's. rules, if another player has unlocked the Rep, then the other rescuing player may include their player token on the Rep's card and even instantly whisk them away as part of their crew, denying the original player from getting their in-game buff. Move the other player's heart to the side of the card. Whilst they can't access the Rep's buff, should the player who added them to their crew decide to remove them, then the original player can add their heart back to the Rep's card.

ARTIFACT HUNTER AND SPACE PET EXPANSION RULES

Follow step 9 of the setup phase to include these new rules.



ARTIFACT HUNTER

The players card shows a group of **ARTIFACTS** that players must try to collect. Once collected, the player can trade them in immediately for the buff that is printed on the card. All tokens are returned to the **ARTIFACT** pool - no free resources can be taken from this action. Players may not keep any of the **ARTIFACTS**, they must ALL go back into the pool.

SPACE PETS

Pets provide a buff to the players. Read the pet's card and gain that action when permitted.

CONTENTS:

9 x PLANET Cards (8 Galaxy planets and 1 Home)
25 x ORDER Cards
30 x EVENT Cards
1 x PIRATE MOON Card
1 x INFAMY TRACKER Card
8 x PLANETARY Representatives cards
6 x SHIP Cards
2 x WORKERBOT HOLD Cards
2 x SHIP INVENTORY 1 Cards
2 x SHIP INVENTORY 2 Cards
2 x HOME INVENTORY 1 Cards
2 x HOME INVENTORY 2 Cards
8 x CAPTAIN/1st MATE double sided cards
4 x PLAYER AID Cards
6 x PIRATE MOON RESCUE Cards
2 x SCORE Cards

112 Cards Total

1 x PIRATE MOON Standee
1 x ENEMY CAPITOL SHIP Standee
3 x PLAYER SHIP Standee

5 Standees Total

8 x PLANET REP. Tokens
4 x PIRATE MOON Tokens
8 x P1 Heart Tokens
8 x P2 Heart Tokens

28 Tokens Total

10 x Orange P1 Workerbot Cubes 8mm
10 x Blue P2 Workerbot Cubes 8mm
20 x Purple KILLBOT Cubes 8mm
29 x Red TRACKER Cubes 8mm
8 x Yellow P1 RESOURCE TRACKER Cubes 8mm
8 x White P2 RESOURCE TRACKER Cubes 8mm

85 Cubes 8mm Total

Dice - 1x D6, 1x D8, 1x D10, 1x D12

1 x Concertina Rule Book

FAQs:

1 - If i get defeated by an enemy - or decide to flee, can i collect available resources on the way back to the HOME PLANET card?

NO. Once you have been defeated - or if you flee - you can only go straight home. You cannot do anything apart from process any resources still on your ship and fulfill orders if possible.

2 - Do i have to collect all available resources from a planet?

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

3 - Can i flee if a PIRATE lands on the planet i'm on without fighting?

NO. If a PIRATE lands on the planet that you're on from a previous turn, then you must begin fighting and cannot flee as they've caught you with your guard down! You may only flee from a fight that you started.

4 - Can i travel through an enemy occupied planet without fighting - because i'm not planning to stop and use the planet?

NO. You must try to find a route around the planet if you don't wish to get into a fight.

5 - In a 2P competitive game, can I rescue my opponents captured workerbots and use them as my own?

That would make an interesting rule, but in the standard core rules, this is not allowed. However, if both players agreed to it, then there's no reason why you couldn't try it in your games! Let us know on our social media channels how you got on!

Note: layout shots have been created using the deluxe neoprene playmat, available to purchase separately (not included with the base game).

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<<dynamic QR>> For the latest rules updates and FAQs, please scan this QR code.

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