



TAKE THE GALAXY

How to Play

CATCH TIME
studio

A game by

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&
lots of coffee



We don't know how the wormhole was created, we aren't even sure if it was a natural occurrence or not. What we do know is it's stable, and leads to a largely uninhabited galaxy. This galaxy is up for grabs, though you are not the only one. You will have to compete with others to colonize discovered systems as efficiently as possible. Build your colonies and plan ahead so they provide the resources you need to expand your influence. Keep an eye out for interesting anomalies to research and make the best of any setback or opportunity.

There is a lot of work ahead for you, Pioneer. Now go on and TAKE THE GALAXY!

Game Overview

Take The Galaxy is a **galaxy exploration** and **colonization** game. Each player begins the game with a deck of all the ship and colony types that they can build.

In the centre of the table is the space deck, this reveals all the discovered systems, anomalies and events in the galaxy. Players can claim systems by building colonies on them. In this way they can expand their economy and gain renown. As a pioneer you can only ever hold on to 4 systems. Players will have to decide when it is best to relinquish a system for a better one without breaking their economy. But don't focus solely on **Systems!** **Events** and **Anomalies** are also great ways to earn renown.

The space deck is divided into 3 distinct sectors. Each of these sectors provide ever more lucrative systems to colonize and anomalies to study, but also increasingly difficult events to deal with. The game ends in the turn the last card from the last sector is revealed.

The player with the most renown points wins the game.

Components



4 Player Decks, 42 cards each



1 Space Deck, 48 cards



16 Manpower Tokens
16 Science Tokens
16 Production Tokens



20 [1 RP] Tokens
16 [5 RP] Tokens



12 [-1 RP] /
Hazard Tokens

Setup

A game of Take The Galaxy is set up in **4 Steps**:

1

The Space Deck

The Space Deck consists of 3 sets of cards: The **Core**, the **Expanse** and the **Fringe** sets. You can see to which set a card belongs to by looking at the back of the card or the lower right corner in the front.

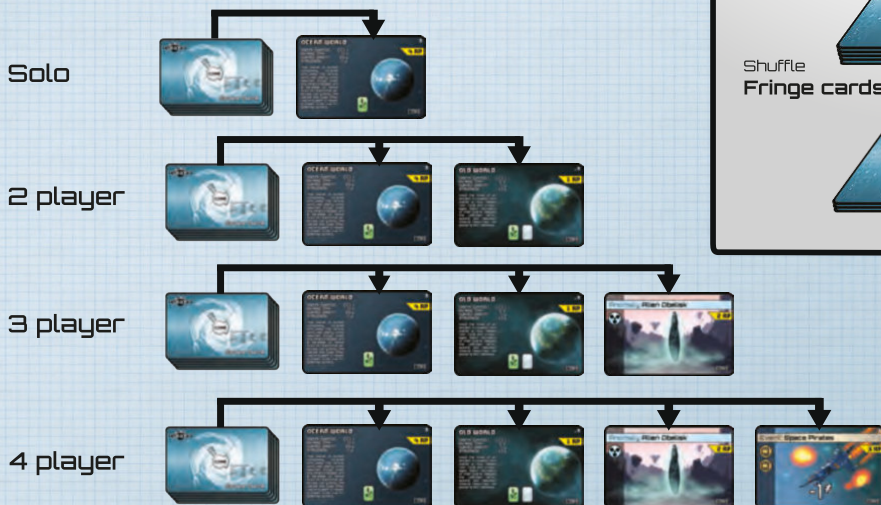
Prepare the Space Deck as described here to the right. This gives the most balanced experience. If you are looking for a more random game, look under the alternative modes of play on page 13 how to set that up.

Place the Space Deck in the middle of the table.

2

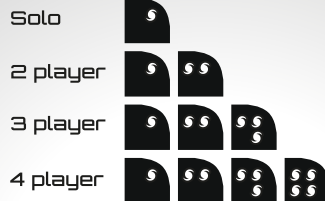
Explored Space

Now set up the **Explored Space**. To do this, turn over an **equal number of cards** as there are players, Easy!

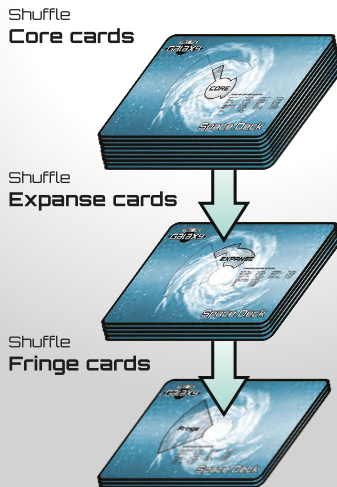


Prepare the Space Deck

Space deck cards are numbered in the top right and bottom left corner with wormhole icons. Select the cards depending on the number of players as shown here:




Then divide the cards according to the sector they belong to, and shuffle them separately. After shuffling, place them on top of each other as shown here:



3

Player Deck

Each player takes a **player deck**. Now each player has to search his deck for the 9 cards with the  symbol in the top right and bottom left corner. **Keep these cards separate**, we'll need them for the next step. Shuffle the rest of the cards and lay them face down within reach. This will be your player deck for the rest of the game. You draw all your cards from this deck. If the deck is empty at any time, shuffle your discard pile to make a new player deck.

4

Hand & Starting System

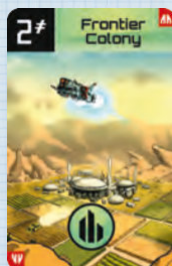
Now on to those cards with the  symbol. One of those is your **starting system**. The first world colonized by your faction in this galaxy. Lay it face up in front of you. Pick one of the frontier colonies from the 8 cards remaining and place it face up beside your starting system.

The 7 cards remaining form your **starting hand**.

"Ok it isn't much but it's home for now,
take good care of it!"



Indicates that it starts
with a Frontier Colony



Starting Hand

That was the entire set up
Now you are ready to Take The Galaxy!

5

Starting the Game

Decide for yourself who begins the game, it's not up to us to decide that for you!

Example of Play

Player 2's colonies

Player 2's systems

Player 2 Deck

Player 2 discard pile

Player 2 ships

Player 2 Renown pile

Space Deck

Space Deck discard pile

Explored Space

Player 1's ships

Player 1's systems

Player 1's colonies

Player 1 Renown pile

Player 1 discard pile

Player 1 Deck

A Player's Turn

A player's turn consists of 5 phases. These are:
Exploration Phase, Draw Phase, Reset Phase, Action Phase and **End phase**.

1 Exploration Phase

Take a card from the **Space Deck** and place it face up on the table next to the Space Deck. **All cards in the Explored Space get moved aside** to make room for the new card. The maximum number of cards allowed in the **Explored Space** is equal to the **number of players +1**. If there are more cards than allowed, a card at the other end will drop off and be discarded. Place that card in the **Space Deck discard pile**.

EXAMPLE 1: card gets drawn for a **2 player game**, the **Explored Space** isn't full. (2 out of 3 card maximum.)



A card is drawn, the other cards get moved aside to make room for the new card.

EXAMPLE 2: Card gets drawn for a **2 player game**, the **Explored Space** is full. (3 out of 3 cards.)



A card is drawn, the other cards get moved aside to make room for the new card.

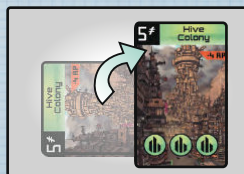
Next, resolve any **Event effects** in this phase, such as losing a card due to **Space Pirates**.

2 Draw Phase

Draw 1 card from your **Player Deck** and take it into your hand. If your Player Deck is empty at any time, shuffle your discard pile and place it face down to create a new Player Deck.

3 Reset Phase

Turn all cards that were used back to their **inactive stance**



4 Action Phase

In this phase you can perform any of the following actions in **any order** you wish. Unless indicated, you can perform these actions **multiple times**.

- Claim a card from the **Explored Space** (max 1 per turn)
- Make use of **Event Opportunities**
- Build **Colonies** and **Ships**
- Use **Colonies** and **Ships**
- Upgrade **Colonies**
- Relinquish a **system** (max 1 per turn)

5 End Turn

When you are finished with all your actions **declare that it is the end of your turn**. It's only polite !
Use the time during your opponents turn to think ahead, look through your discard pile. Maybe take a drink.

Taking a card from Explored Space

There are 4 different types of cards in the space deck. These are **Anomalies**, **Systems**, **Bounty Systems** and **Events**. No matter what happens or how much you want it, you can only ever take **1 card** from the **Explored space per turn**.

1 Anomaly

Not all discoveries represent monetary gain, some represent a wealth of knowledge,...

An **Anomaly** represents one of the marvels you encounter in this new galaxy. Anomalies are worth a lot of Renown Points if studied. If you produce enough **Science**, you can claim an Anomaly. Anomalies claimed this way are put in your **Renown pool** so you can count its **Renown Point Value** at the end of the game.

Name of anomaly

Cost to study
an anomaly

"Ah look Space whales, aren't
they majestic"



Renown Point value of
the anomaly

Sector to which the
anomaly belongs

2

Systems

"Remember, it's all about location, location, location"

If you want to take a **System** from the **Explored Space**, you have to first have room to colonize it. **You can only have 4 systems under your control** at the same time. In order to control a new system if you already have 4, you'll need to relinquish a system (more on that later).

To take a system, you need to build a colony on it. The type of colony you can build is determined by the **slots** on the system. Only 1 colony can be built per slot.

Name & description of system



Renown Point value of the System

Sector to which the system belongs

System slots

Biosphere Slot



5#

Hive Colony

4#

Logistics Hub

Civilization and Utility type colonies can be build here.

Deposits Slot



7#

Automated Mines

4#

Logistics Hub

Mining and Utility type colonies can be build here.

Utility Slot



4#

Logistics Hub

Only Utility type colonies can be build here.



Hazards

If you see one or more of this icon on a system, the system is **Hazardous**. Find and place as many **hazard** tokens as indicated on the system and place them on the system card.

When you want to colonise a system with one or more hazard tokens, you must first **pay 1 \$ per hazard token** to remove it. When all hazard tokens have been removed, you can claim the system by building a colony on it. Removing a hazard indicates the needed adjustments are made e.g. a biodome is built or the space bugs are killed with fire.

3

Bounty Systems

Some places come with extras.

These work the same as normal systems, but come with an extra bonus. **They begin with readily available resources on them!** Once a bounty system appears in the Explored Space, pick the indicated resource tokens and place them on the card. These resources stay on the Bounty system card when you colonize it. **You can use as many as you like in your turn**, whenever you want. However, once used, the resources are gone as they don't replenish.



This system starts with



Use the **Science** token and place it on the card to indicate this.

4A

Events

Sometimes stuff just happens!

Events pop up in the Explored Space from time to time. Events take effect at the end of the exploration phase. **All players suffer or gain from the effect as long as the event stays in Explored Space**, but players are only affected by them in their turn. Like **anomalies**, events can be solved by paying the indicated resources. This too can earn the player valuable **Renown Points**.



4B

Events (opportunity)

But it's not all bad...

Like we said it's not all bad, some **Events** give you some extra options. These **Events** are called **Opportunities**. As long as the Event is in the Explored Space **you can use the effect of the Opportunity once per turn**. Turn the card sideways to indicate that it has been used the same way you do with colonies and ships that you have used. Opportunity cards are **reset in the reset phase** of the next players turn.



Building Colonies

Since you can only **claim systems by building Colonies** on them, lets teach you how to build **Colonies**!

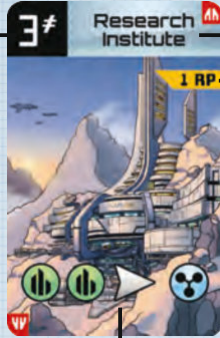
To build a Colony you will first have to pay the cost indicated in the top left corner. This is done by **discarding that many cards from your hand to your discard pile**. Once you've done that, place the Colony to the right side of the system you wish to build on, next to any other Colonies that might have already been build.

In case of colonizing a new system, **first take the system card from the Explored Space**, and place it **above the last system you've colonized**, then place the Colony to the right of that system.

NOTE: Remember to first **buy off any Hazards** a system might have. Also check if the **slot** you want to build on is the **correct type** for the colony.

Once built, your **Colony is fixed to the system**. You cannot remove or discard it. The only way a Colony is removed from a system and placed back into your discard pile is when you **Relinquish control** of that system. In that case, all the Colonies of the system are placed into your discard pile, and you earn any **Renown Points** indicated by those colonies (if any), or in some cases lose **Renown Points** when you have colonies with negative renown.

Cost to build the colony



Name & type of colony

Renown Point value of the colony

Effect when used

Building Ships

Ships are built in much the same manner as colonies, by discarding the number of cards indicated in the top left corner of the ship you wish to build. However, **Ships don't require a system to be built on**. They float in space! So they don't need to take account of slots and slot types. Ships are placed **to the left** of your systems when built.

Ships have the advantage that they don't get discarded when a system is relinquished since they aren't tied to a system. Keep in mind though that **ships cannot be upgraded**, and confer no Renown Points.

Civilization Colonies

These can only be built on biosphere slots.



Utility Colonies

These can be built on any slot



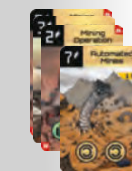
Mining Colonies

These can only be built on deposit slots.



Ships

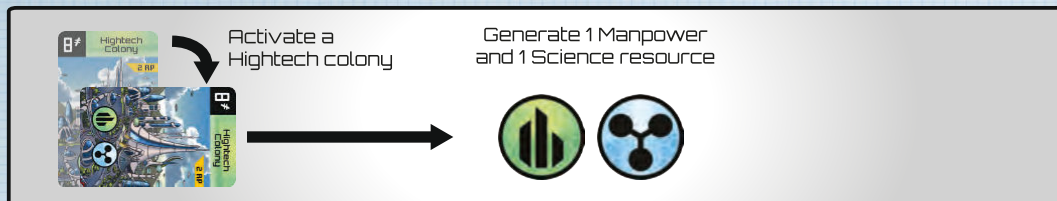
These don't need a system to be built on.



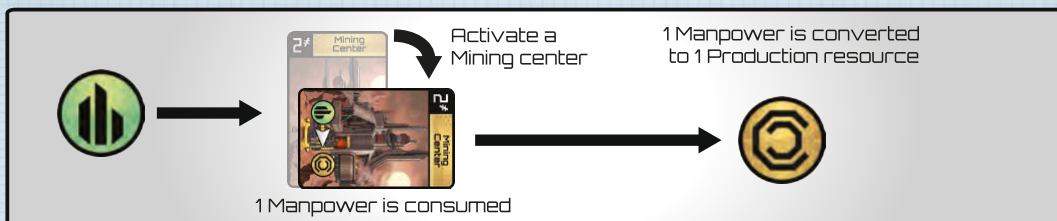
Using ships and colonies

You can **use** the abilities of **colonies and ships** immediately after you build them. They are in the inactive stance when built. **Every colony and ship can only be used once per turn.** To indicate when you've used a colony or ship, turn the card on its side. During the **Reset Phase**, you can set the card back to its inactive stance (straight up). When a card is used you use the effect shown on it. There are 2 types of effects: **generating effects** and **transforming effects**.

Generating effects generate one or more resources as indicated on the card. Cards with generating effects show the resources they generate on them.



Transforming effects have an input and an output. They need an input resource as shown on the card, and change these into an output resource or other effect. This is shown by the **arrow in the middle**.






The Resources

There are 4 types of resources that you can produce, and each resource has a different gameplay mechanic. Most resources you produce will be needed to power other colonies or ships in order to produce other resources, build new colonies or ships etc.

But each resource can also be used on its own:



Manpower

Spend    to draw 1 card from your Player Deck




Production

Trade  to draw 1 card from your Player Deck





Science

Pick a card of your choice from your discard pile into your hand per  you want to spend this way.



Credits

This represents cards in your hand. If you earn , you draw a number of cards indicated by the amount of credits. Every  you have to pay must come from your hand.

Resource pool

Any resources you generate get put into this imaginary pool. You can use these resources until the end of the turn. Any resources still in your pool after your turn ends are lost.

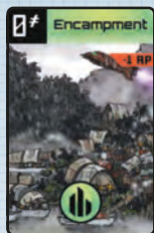
Upgrading Colonies

Some colonies are just too expensive to be built from scratch, or you might want to change its function or improve it and get rid of a colony with negative Renown value. Whatever, your reasons are your own. Lets just explain how you can **upgrade a colony**.

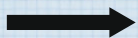
- Place the new colony on top of the old colony; the old one stays on the table.
- Pay the difference in cost between the old and the new colony.
- The old colony becomes inactive and all of its properties, including any Renown Point value, cease to apply.

However, there are a few restrictions and rules that apply to upgrading:

- The new colony must cost more than the old colony.
- The new colony must be of the same type (civilization, mining or utility) as the old colony.



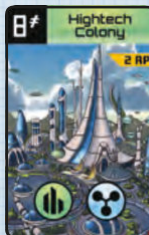
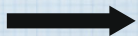
Upgraded to:



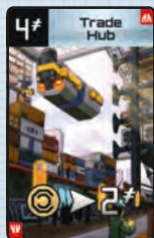
Valid upgrade!
Gentrification in space...



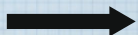
Upgraded to:



Invalid upgrade!
Different types



Upgraded to:



Invalid upgrade!
Cost of upgraded colony is lower.

Relinquishing a system

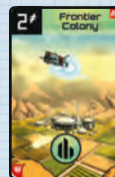
In order to colonize a system if you already have 4 systems under your control, you'll need to **Relinquish control** of a system. This is a good way to earn **Renown Points** fast. But you'll have to be careful not to break the economy you've setup.

In order to relinquish control of a system, that system must first meet the following requirements:

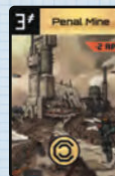
- 1) Cannot be the newest system you've colonized.
- 2) All the system slots must be filled with colonies.



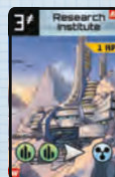
Cannot be Relinquished!
It's your newest system



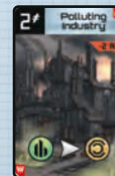
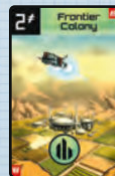
Can be Relinquished!
All slots are filled.



Cannot be Relinquished!
System still has an unused slot



Can be Relinquished!
But is it wise? You'll lose 2 Renown Points
because of the Cheap Industry



When you Relinquish a system, place the system in your **Renown Points pile** to add up to your total score at the end. Place any **colonies** that were on it in the **discard pile**, and add or subtract any **Renown Points** that were on them to your pool (use the **Renown Point** tokens for this). Any unused resources that were on a **Bounty system** that you relinquished are lost, so make sure to use them beforehand. After you've relinquished control of a system, **order your systems by closing any gaps that were made (don't change the order!)**. Congratulations, you can now add a new system under your control!

End the game

The game ends after the last card in the **Space Deck** has been revealed and placed in the **Explored Space**. The player who revealed the last card gets to finish the turn as normal. After that, the game ends and all players tally up their **Renown Points**.

Count the Renown Points from tokens, Relinquished systems, studied Anomalies and solved Events in your Renown pile, then add the Renown Point value of the systems currently under your control and of any Colonies currently built.

Like we said earlier, the player with the most Renown wins the game! In case of a tie; just accept it! And declare all players who tied as winners. If it is that important for you to win play again and try harder!

Alternative game modes

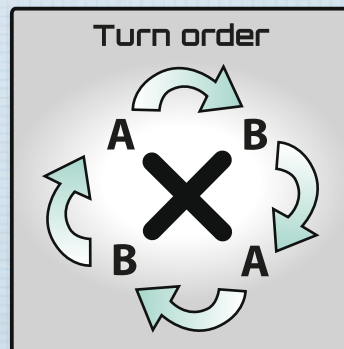
1

Team play

The Galaxy can be a lonely place so why not try to cooperate with someone? This works best with 4 players. Players on a team sit across from each other like one leg of an X. The turn order is as normal but this way players from both teams alternate turns.

Players can use any inactive Colonies and Ships of their team mate in their turn. This includes resources from bounty worlds and even RP points for the intergalactic investors event. Consult your team mate however when you use his finite resources, this is supposed to be a team effort afterall.

At the end of the game the team with the highest combined RP score wins.



2

Random Play

For a more randomized experience you can set up the game as follows:

Solo game

Core: randomly select 4 system cards, 1 Event, 1 Anomaly
Expanse: randomly select 2 system cards, 1 Event, 1 Anomaly
Fringe: randomly select 1 system card, 1 Event or Anomaly

3 Player game

Core: randomly select 12 system cards, 3 Events, 3 Anomalies
Expanse: randomly select 7 system cards, 3 Events, 2 Anomalies
Fringe: randomly select 3 system card, 2 Events, 1 Anomaly

2 Player game

Core: randomly select 8 system cards, 2 Events, 2 Anomalies
Expanse: randomly select 5 system cards, 2 Events, 1 Anomalies
Fringe: randomly select 2 system cards, 1 Event, 1 Anomaly

4 Player game

Core: randomly select 16 system cards, 4 Events, 4 Anomalies
Expanse: randomly select 10 system cards, 4 Events, 2 Anomalies
Fringe: randomly select 4 system cards, 3 Events, 1 Anomaly

Events explained

Intergalactic Migration (opportunity)

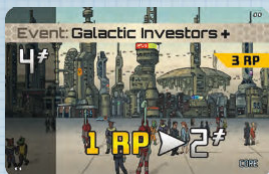


A massive influx of settlers from the old galaxy has provided lots of cheap labor.

use this opportunity to get 1  for free.


"really they are just glad to have work"

Galactic Investors (opportunity)



Certain wealthy parties wish to invest in the development of this new galaxy. All they want is some collateral.

use this opportunity to exchange 1  for 2 

Note: you must have a  token to do this. You can trade in any planets / events / anomalies you've in your Renown pool for these tokens to use this event.

Space Pirates



Space pirates want your cash and right quick mate!

discard 1  at the end of the exploration phase

Note: If you can't discard a card, ignore this event. If there are more than 1 Space Pirate events in the explored space, you only have to discard 1 card.

Nomad Guildship (opportunity)

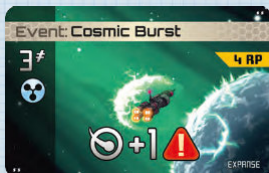


A Guildship has arrived to trade their mysterious trinkets for some of your production.


use this opportunity to trade 3  for 1  

"Seriously, where do they get this stuff? .. and how does it even work?"

Cosmic Burst



Bad news! Cosmic radiation is bombarded on the newly discovered systems in this sector.

all the systems in the explored space get 1 (extra) .

These systems remain hazardous whilst this event is in Explored Space.

Space Race (opportunity)



A spirit of competition has gripped the galaxy. It's a space race!

if you relinquish a system you earn 1   extra

"and on to the next..."

A.I. Strike



The A.I. has become too self aware and has gone on a strike!

you can't upgrade any colonies

This effect remains as long as the event is in Explored Space.

"Oh great, first it took our jobs, and now it complains about it"

Stellar Crackdown



A stellar crackdown is in effect! Better lay low if you have anything shady going on.

no colonies with a negative RP value can be used.


This effect remains as long as the event is in Explored Space.

"Must be an election year..."

Mech Revolution





These new mechs are a technological marvel. They make mining and building so much cheaper.

mining and utility colonies cost 1  less to build or upgrade.

The Next Step (opportunity)



A new phasing wormhole is discovered. Who knows where this one leads! Adventurers are buying anything that flies to go and explore.

use this opportunity to exchange a ship for 1  

Cheat Sheet

Lay this on the table for all to see, so they can all cheat with you.

1

Turn Order

- Exploration phase
- Draw phase
- Reset Phase
- Action phase
- End Turn

2


Action Phase

- Take a card from the **Explored Space**
- Make use of **Event Opportunities**
- Build **Colonies** and **Ships**
- Use **Colonies** and **Ships**
- Upgrade **Colonies**
- Relinquish a **system**


3

Resource exchange

You can exchange resources at any time

Credits  = the cards in your hand

Manpower    = 1 

Production  = 1 

Science  Pick a card of your choice from your discard pile per 

Please be considerate and look through your discard pile between your turns. The other players will thank you!

4

Colonies & Slots



Ships require no systems



Hazards



= 1  per hazard to colonize a system

5

Upgrade colonies

- The new colony costs more than the old colony.
- The new colony is of the same type as the old colony.

- Place the new colony on top of the old colony.
- Pay the difference in cost
- The old colony becomes inactive

6

Relinquish systems

- Cannot be the newest system you've colonized.
- All the system slots must be filled with colonies.

- Place the system on top of your RP pile
- Discard the colonies and count their RP value
- Close the gaps between your systems.