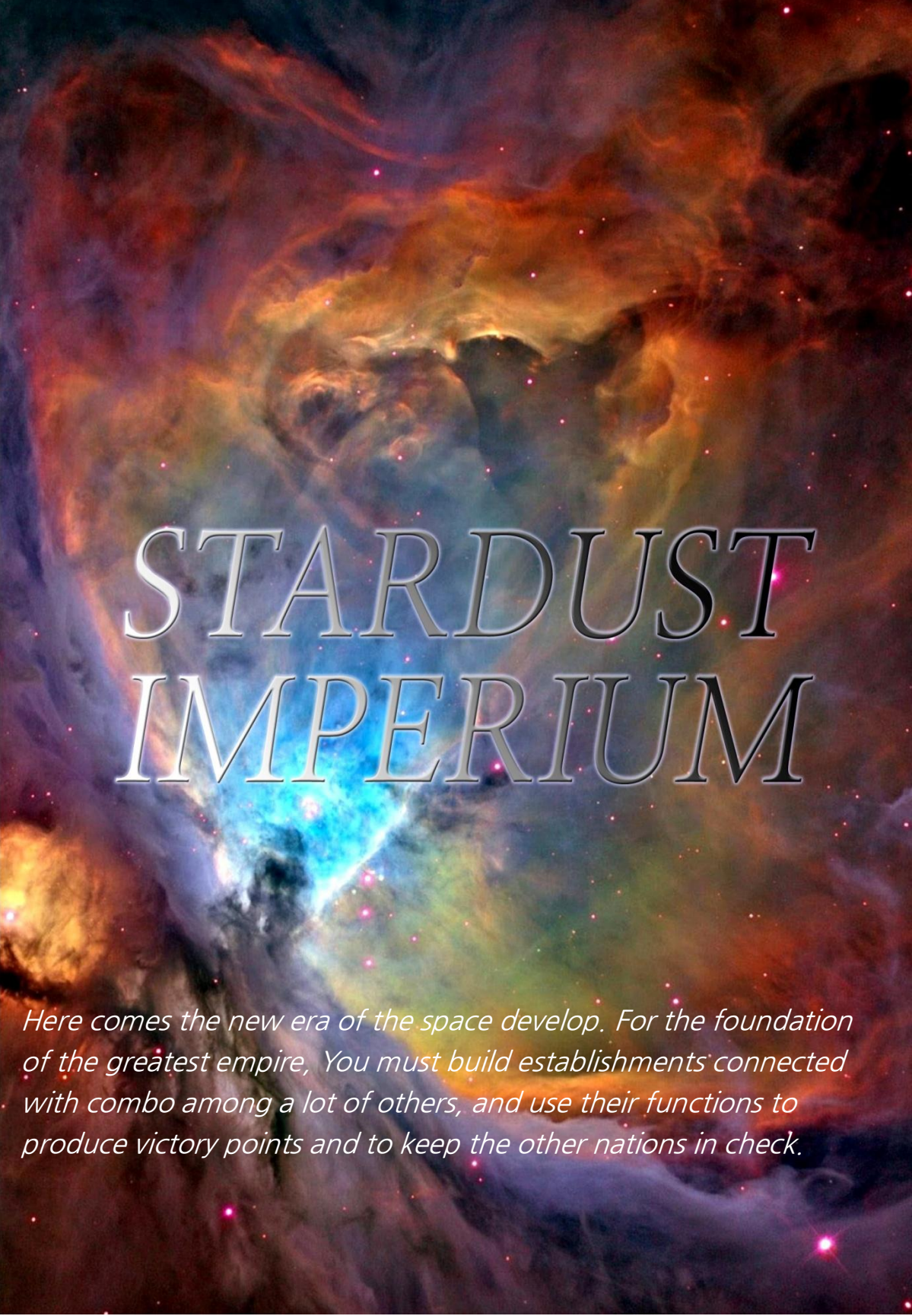




STARDUST IMPERIUM

Here comes the new era of the space develop. For the foundation of the greatest empire, You must build establishments connected with combo among a lot of others, and use their functions to produce victory points and to keep the other nations in check.

Overview

Players play the game with the cards representing various establishments and political systems. Players take their turns in order. During their turns, they should RESEARCH to draw cards or BUILD to play their cards. The cost for the build is paid by selling cards from their hands, so players should choose which card to build and which card to sell prudently. And players can use the functions of the cards in their tableau to draw extra cards, to get victory points, to steal cards from the other players, or to keep them in check by getting some advantages triggered by them. In the simple play, making the combos with various cards and maximizing the effects will be a key for the game.

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Players: 2~4

Play time: 30~60min

1. Components

80 game cards

1 manual

2. Setup

Determine a first player at random.

Shuffle all the game cards and deal 5 cards to each player. Then deal 1VP to 1st player, 2VPs to 2nd player, 3VPs to 3rd player, 4VPs to 4th player(Refer to "Game table: VP pile"). Put the remaining game cards face down in the center of the table. This pile of the game cards is called "Deck". Set the space next to the deck for the discarded cards. The pile of the game cards in this space is called "Discard pile"(Refer to "Game table").

3. Playing the game

First player goes first. The turn goes clockwise.



*Card layout

- ①English name
- ②Build cost: The cost for playing this card into the tableau.
- ③Selling price: The value which you can add to your budget by selling this card.
- ④Build VPs: The value which you total to contend for victory.
- ⑤English shorthand.
- ⑥Japanese name
- ⑦Type: The type for classification.
 - : Economy(Gray) \$
 - : Military(Red) ✂
 - : Industry(Green) 🏭
 - : Politics(Purple) 👑
 - : Religion(Yellow) ✝
 - : Exploration(Blue) 🔭
- ⑧Quantity: The quantity of same cards in the deck.
- ⑨Japanese function
- ⑩English function
- ⑪Card number



*Game table

- ① Deck: This is the card pile that you shuffled and piled unused cards face down in the center of the table. Draw cards from the top of this deck and put those cards into your hand when you "Draw cards" unless otherwise specified.
During the game, the players can't see the faces of the cards in the deck without using any proper function. But, anyone can count how many cards left in the deck.
If there are no cards in the deck during the game, shuffle the discard pile then reuse those cards as the deck. Don't do this before the deck runs out.
- ② Discard pile: This is the space for discarded, destroyed or sold cards. This is a face up-pile, and the players can see just the top of the discard pile. But the players have the rights to know about what goes into the discard pile. And the players can count how many cards left in the discard pile during the game. The players can't change the order of the cards in the discard pile at discretion.
- ③ Tableau: This is the space representing each player's nation in front of the player. And the built cards are placed here. Generally, after a player ends his/her turn with 8 or more cards in his/her tableau, each other player takes 1 additional turn, then game ends.
- ④ VP pile: This is the space next to each player's tableau, and the players pile his/her victory points gained during the game here. Put the cards here face down and horizontally, so that they could be distinguished from those owner's tableau or hand. Whenever a player gains a VP, he/she takes a top card from the deck face down, then pile it on his/her VP pile. Generally, no one can change the order of the cards in any VP piles or see the faces of the cards in any VP piles before they go into the discard pile. A player can count how many cards left in his/her VP pile, but there is no obligation to notify other players about that. However, the players should not hide their VP piles. When a player affected by an effect that reads "Lose VPs", he/she loses the VPs just that he/she has at that time, in case he/she has not enough VPs in his/her VP pile. A VP card paid as a cost or lost from a VP pile goes into the discard pile face up.
- ⑤ Hand: The cards which a player has in his/her hand are called a "hand". A player has right to know about how many cards in the other players' hands, but can't see the faces of those cards.

During your turn, follow the phases below, in order.

(1) Turn progression

1) Recover

You may unslip 3 slipped cards. Turning a card sideways is "Slip", and turning a slipped card upright is "Unslip". Many functions require slipping that card, and a slipped card can't pay slip as the cost. So you must unslip the cards that you want to use those functions this turn(Refer to "Slip and unslip state").

2) Main

During the main phase, follow actions below, in order.

① Activate the active functions

During the main phase, you can use the functions of the cards in your tableau as many times as you can pay for the activation costs(Refer to "Functions and activation").

② Research/Build

During the main phase, you must choose and perform "Research" or "Build".

a. Research

Draw top 4 cards from the deck, put 2 cards into your hand, then discard the other 2 cards.

b. Build

You can build 1 card from your hand. If you declare "build", play the card which you want to build into your tableau slipped(Refer to "State of a built card"), then pay the build cost from your budget. Budget can be covered by selling cards from your hand or activating some proper functions(Refer to "Budget and selling").

③ Activate the active functions

During the main phase, you can use the functions of the cards in your tableau as many times as you can pay for the activation costs(Refer to "Functions and activation").

3) Restriction

If you have 6 or more cards in your hand, keep 5 of them and discard the rest. This number of cards is called "Hand limit". And rest of your budget disappears.

***Slip and unslip state**

Turning a card sideways is "Slip", and turning a card upright is "Unslip". If a function needs "Slip" as the cost, you must slip that card from unslipped state. You can't pay "Slip" as the cost, if that card is slipped state already. That means, generally a card can't activate its function that needs "Slip" as the cost more than once during the turn.

If a card in any tableau moves into another tableau, that card moves in the same state.

***State of a built card**

Put the built card in its owner's tableau slipped(It can't activate its function requiring slip before it is unslipped).

Building a card is not regarded as slipping a card because the card is built in a slipped state from the beginning.

4) Turn end

Resolve the functions that read "At the end of someone's turn", then end your turn(In case multiple functions activated simultaneously, active turn player determines the order of priority).

4. Game end

The game ends under two conditions.

(1) Completion of a tableau

If a player has 8 or more cards at the end of his/her turn, he/she triggers the game end. Each other player takes 1 additional turn, then game ends.

The player who triggered the game end becomes a "Complete state" and the cards in the "Complete" player's tableau ignore the effects of the functions activated by the other players to make them move from those owner's tableau, until the end of the game(can't be destroyed, can't move to another tableau, can't move into any hands).

(2) Card exhaustion

If the deck used (for example, in case any player draw or gain any number of VP) when there is no card in the deck and the discard pile, the game ends after that turn.

In this case, pay special attention to the order of activating a function which exhausts the deck finally(Refer to "Functions and activation").

If there are not enough cards to use, the player going to draw any cards can't draw. But the player going to gain any VP tracks his/her additional VPs in another way.

After the game ends, each player totals the Build VPs in his/her tableau and the number of cards in his/her VP pile. The player with the highest total wins. In case of a tie, all the tied players win.

*Budget and selling

Budget: The budget is the money which you can spend during a turn, and you can gain it by "Selling" or some function that reads "Gain \$". The budget exists in numbers, not be marked in any way.

Remaining budget remains until the end of the turn, and decreases when you pay it for the costs. At the end of the turn, remaining budget becomes 0.

Selling: Selling is the action that discarding any number of cards from your hand and gaining the budget as much as the sum of their selling prices. You can sell cards at just the time when you need more budget, and you can't sell the cards more than you need. And you must cover the required budget at one sale. If you can't qualify these rules, you must cancel building or the function which spends the budget immediately.

(For example, you can't sell 3 cards those selling prices are 1\$, 2\$, 3\$ to build a card that costs 5\$ because 5\$ are covered by 2\$ and 3\$ cards. You can't split this selling in two times to sell 1\$ card then 2\$, 3\$ cards, because you must cover the required budget at one sale. This rule prevents the players from reducing his/her hands at discretion. This is the "**Prohibition on overselling**")

Discarding a card for selling is not considered as "discarding"

***Functions and activation**

There are two types of functions; Passive, and Active.

Passive functions(Distinguished by "*") can be activated in any player's turn.

Rests of them are Active functions which can be activated in its owner's turn.

The functions which states a condition like "Whenever an opponent builds a card, you may ►", can be activated just in that condition.

The left side of ":" means the cost for activating the function, and the right side of ":" means the function which is activated when you pay the cost.

"@" symbol in the cost means "Any amount of". The player who activated the function determines the number greater than 0(not 0 or less) at discretion. @ in the same function(same paragraph) is same as preceding "@"

If there are multiple effects in a single function, some of them could not be activated. But the player can't declare activating of the function or paying the cost for the function in case none of those effects would be activated(This is the "Lower limit of function activation").

If the function reads "may" or "can", the player can determine to activate or not to activate, but otherwise the player must do.

If a function contradicts general rules, follow the function.

***Order of function activation**

In case multiple functions are activated at the same time, the active player determines the order of priority. At this time, the order could not be determined by word or sentence unit. That means, other functions can't be resolved before the activated function is resolved completely.

In case multiple players affected by an effect of a function, resolve by the order of the sentence in clockwise order from the active player.

(for example: Player 1 activates the function of "Joint Resource Asteroid Belt(Slip: Each player draws 1 card. You gain 1 card.)". Each player draws 1 card in clockwise order from the player 1, then player 1 gains 1VP).

5. Function description

1 - Corvee System

Selling price3. Build cost3. Politics. Build VPs3. x2.

*At the end of each opponent's turn, if he/she did not build during his/her turn, you may ► Slip: You draw 2 cards.

2 - Colonization Policy

Selling price5. Build cost2. Politics. Build VPs5. x2.

*You trigger the game end after you build 2 more cards than the general rule.

-If you have 1 of this card in your tableau, you triggers the game end in case of having 10 cards in your tableau at the end of your turn. If you have 2 of this card, you triggers the game end in case of having 12 cards in your tableau.

3 - Bubble Economy

Selling price8. Build cost4. Economy. Build VPs0. x2

*Whenever you gain any VP with your card function ► You gain 1VP additionally.

If you have 4 or more cards in your hand at the end of your turn ► Return this card to your hand.

4 - Construction Sponsor

Selling price6. Build cost3. Economy. Industry. Build VPs3. x2.

*Whenever an opponent builds a card, you may ► Slip, give 1 card from your hand to that player: You gain 2VPs.

5 - Works Project Administration

Selling price5. Build cost3. Politics. Build VPs4. x2.

*Whenever you build a card ► You draw 1 card, gain 1VP.

6 - Joint Resource Asteroid Belt

Selling price6. Build cost3. Industry. Build VPs3. x2.

Slip: Each player draws 1 card. You gain 1 card.

7 - Militarism

Selling price8. Build cost4. Military. Politics. Build VPs4. x2.

*Whenever an opponent's Military type card becomes slipped, you may ► Slip: You gain 1VP.

8 - Munitions Industry

Selling price8. Build cost4. Industry. Build VPs5. x2.

*Whenever an opponent's Military type card becomes slipped, you may ► Slip: You draw 1 card.

9 - Orbital Elevator

Selling price6. Build cost3. Exploration. Build VPs4. x2.

If you have 1 or more cards in your hand, you may ► Slip, Discard your hand: You draw 1 + that amount of cards.

10 - the Ark

Selling price6. Build cost3. Religion. Build VPs3. x2.

Slip: Put @cards from your hand on this card face down, or Return all cards on this card to your hand.

-The cards on the Ark are considered as the part of the Ark, when the Ark moves, those cards move too. That means, if the Ark is destroyed, those cards are destroyed, if the Ark moves into someone's hand, those cards move together.

11 - Robotized Production

Selling price9. Build cost4. Industry. Build VPs5. x2

*Whenever you build ► You must reveal your hand and build the card with the most

expensive build cost for 3\$ less cost.

If you did not build during your turn ► You lose 1VP at the end of your turn.

12 - Indulgentia Agency

Selling price4. Build cost2. Religion. Build VPs4. x2.

Slip, Give 1 card from your hand to target opponent: You draw 1 card. You gain 3\$.

13 - Evangelicalism

Selling price5. Build cost2. Religion. Build VPs4. x2.

*At the end of each opponent's turn, if he/she sold any Religion type card during his/her turn, you may ► Slip: You draw 2 cards.

14 - Martial Law Forces

Selling price8. Build cost4. Military. VP3. x2.

*When this card comes into your tableau, name a card.

*Whenever the named card in an opponent's tableau becomes slipped ► He/she loses 1VP, you draw 1 card.

-When this card comes into your tableau, name a card. You can also name a card that isn't in any player's tableau.

15 - Privateer Fleet

Selling price5. Build cost3. Military. Build VPs2. x2.

Slip: Each player discards 1 card.

16 - Industrial Zone Planet

Selling price7. Build cost3. Industry. Build VPs4. x2.

Slip, Slip target card in your tableau: You gain 6\$.

17 - Phase Transition Power Plant Base

Selling price10. Build cost5. Industry. VP3. x2.

At the end of your turn, If you have 2 or less cards in your hand, you may ► You gain 2VPs.

18 - Ministry of Missionary

Selling price9. Build cost4. Religion. Build VPs4. x2.

Slip: Reveal the top 4 cards from the deck. put 1 Religion type card of them into your hand. Discard rest of them.

19 - the Holy Land

Selling price6. Build cost3. Religion. Build VPs4. x2.

Slip: Target opponent with most cards in his/her hand gives you 1 card from his/her hand to you. You give 1 card from your hand to that player.

-You can target 1 opponent with most cards in his/her hand in case of a tie. You can't activate this function if you have most cards in your hand.

20 - Colony Planet

Selling price10. Build cost5. Economy. Military. Build VPs5. x2.

Slip, @VP: You draw @ VP cards paid at this way.

-You can pay any number of cards, but paid cards go into your hand instead of going to discard pile.

21 - Colony Government-General

Selling price7. Build cost4. Military. Build VPs5. x2.

Slip: Each opponent with 5 or more cards in his/her hand gives you 1 card from his/her hand to you.

-You can't activate this function if there is no opponent with 5 or more cards in his/her hand.

22 - Divine Galactic Kingdom

Selling price15. Build cost5. Religion. Build VPs7. x1.

*?=3VPs for each Religion type card in your tableau.

23 - Project Artemis

Selling price7. Build cost4. Exploration. Build VPs4. x2.

*Whenever an Exploration type card other than this card comes into a tableau, you may ► Slip: You draw 1 card.

-You can draw 1 card when second "Project Artemis" comes into any tableau while you have "Project Artemis" by first one's function.

24 - Black Market

Selling price3. Build cost2. Economy. VP3. x2.

*Whenever an opponent discards any cards during research phase, you may ► Slip: You put those discarded cards into your hand.

25 - Space Defense Forces

Selling price7. Build cost4. Military. Build VPs4. x2.

*Whenever you lose any cards from your hand during any opponent's turn, you may ► Slip: You draw 1 card.

26 - Galactic Salvation Fund

Selling price7. Build cost4. Religion. VP3. x2.

Slip: Each player with 5 or more cards discards 1 card. Each player with 3 or less cards draws 1 card.

27 - Galactic Federal Republic

Selling price15. Build cost5. Politics. Build VPs?. x1.

*?=3VPs for each Politics type card in your tableau.

28 - Galactic Intelligence Agency

Selling price8. Build cost4. Exploration. Build VPs4. x2.

Whenever an opponent's Exploration type card becomes slipped, you may ► Slip: you gain 1VP.

29 - Galactic Orderkeeper Forces

Selling price6. Build cost3. Military. VP3. x2.

Slip: Each player loses 1VP. You draw 1 card.

30 - Galaxy Probe

Selling price4. Build cost2. Exploration. Build VPs3. x2.

Slip, 1VP: You reveal 6 top cards of the deck, put 1 of them in your hand. Discard rest of them.

31 - Intergalactic Economic Coalition

Selling price15. Build cost5. Economy. Build VPs?. x1.

*?=3VPs for each Economy type card in your tableau.

32 - Intergalactic Trade Route

Selling price8. Build cost4. Economy. Build VPs5. x2.

*At the end of each opponent's turn, if he/she sold 3 or more cards during his/her turn, you may ► Slip: You draw 1 card.

33 - Intergalactic Industrial Coalition

Selling price15. Build cost5. Industry. Build VPs?. x1.

*?=3VPs for each Industry type card in your tableau.

34 - Intergalactic Exploration Network

Selling price15. Build cost5. Exploration. Build VPs?. x1.

*?=3VPs for each Exploration type card in your tableau.

35 - Resource Trading Planet

Selling price4. Build cost2. Economy. Build VPs2. x2.

Slip, Discard your hand with 1 or more cards: You gain 1VP for each discarded card this way.

36 - Resource Probe

Selling price0. Build cost2. Exploration. Build

VPs1. x2.

Slip, Return this card to your hand: You draw 3 cards.

37 - Free Trade Center

Selling price12. Build cost5. Economy. Build VPs5. x2.

*Whenever you sell your cards, +1\$ to selling price of each sold card.

38 - Reconstruction Base

Selling price3. Build cost3. Industry. Build VPs4. x2.

Slip: Return target card in your tableau to your hand. You may build 1 more time during this turn.

-You can return this card by this function.

39 - Theocracy

Selling price8. Build cost4. Politics. Religion. Build VPs4. x2.

At the end of your turn, you may ► Unslip target card in your tableau.

40 - Early Education Society

Selling price7. Build cost3. Politics. Build VPs4. x2.

At the end of your turn, you may ► Unslip target card in your tableau.

41 - Supergalactic Imperium

Selling price15. Build cost5. Military. Build VPs?. x1.

*?=3VPsfor each Military type card in your tableau.

42 - Waste Collecting Satellite

Selling price0. Build cost2. Exploration. Build VPs1. x2.

Slip, Return this card to your hand: Look through the discard pile, then put 1 card from the discard pile into your hand. Shuffle the discard pile into the deck.

43 - Planet Probe

Selling price3. Build cost2. Exploration. Build VPs3. x2.

Slip, 1VP: Look through target player's VP pile, then put 1 card from the VP pile to your hand. Shuffle the VP pile

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Game design, Card design - Gunhae Lee

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