



The Portable

# Galactic Empire®

Revised Standard Edition

## The Object of Play

The Portable Galactic Empire is a board game about leading a galaxy-spanning empire to greatness. Your goal, as leader of your empire, is to express this greatness by building or capturing a number of monuments. The empire will be made up of cards representing stars, planets and developments owned by the players.

Your job is to play cards, spend resources and negotiate with other players to increase your empire. Sometimes you're a planner, a general or an administrator. It's up to you!

## Setting Up

### Things You Need to Play

Before starting you will need a place to play for each player and a place to put the decks of cards used in the game. Each player will also need to find markers to use on his or her resource card. Bingo chips or small coins work great.

### Three Decks

The cards which make up the bulk of the game components are divided into three decks according to the labels on the back. These three decks are then individually shuffled and placed face down where all of the players may reach them. Each deck will require its own discard pile.



The technology deck includes both weapons and defenses for your star ships. Use these to increase your chances of winning a battle.



The development deck includes the industries and institutions each empire will build. The monuments used for winning the game are also found in this deck.



The exploration deck contains the star systems and planets which will be inhabited to form each empire.

Each player is now given four cards from the exploration deck, and a resource card. Each player will need 10 markers to place on their resource cards. Bingo chips and pennies work well. Play begins with a random player and proceeds clockwise from that player. After each player has four cards, determine the starting player using a random method - die rolling works well. Once the first player has been determined, you're ready to begin.

### Alternate Start: Pre selected systems

You may wish to take one or two star systems of equal value (having the same number of planet spots) out of the exploration deck for each player to start with. This will speed up the game and create a more balanced starting point for each of the players.

### Player Areas

Each player will need to have a section of table that corresponds to their empire. The cards that represent the star systems, planets, developments, technologies and resources of each empire will be kept in this area. None of this information is hidden from the other players during regular play.

## Resources

Players will need to keep track of the number of each type of resource their empire has collected. This may be done on paper or using the resource cards provided. Each player begins the game without any resources.

### Using the Resource Card

A resource card has been provided to help keep track of the resources available to an empire from turn to turn. Use the card by placing a marker on the column below the number desired on the row of the resource. To indicate numbers over 10 place a second marker to show the "teens". Twenty or more of a resource may be indicated by stacking markers on the 10 column.

### Two Tiers of Resources

Resources come in two types, tier 1 and tier 2. The tier 1 resources are labor and materials. Each of these are received from planets in an empire without further work on the player's part. Tier 1 resources are required to build developments and monuments. Tier 2 resources are made by exchanging tier 1 resources according to the player's developments. Ships, science and influence are the three tier 2 resources. Each of these are used to expand the power of an empire, through invasion and technology. Each of these are also required to construct a monument.



Labor



Materials



Influence



Science



Ships

## A Player's Turn

### 1 - Invade

During this phase, the player has an opportunity to use his fleet to gain territory from another player. The player's government and military will not support attacks on just any targets, and as a result going to war has a high cost in influence. If the player is unable or unwilling to invade, they may skip this phase of their turn. Only one invasion per turn may be conducted by a player regardless of all other factors.

### Cost of Invasion

Launching an invasion costs 1 influence point per colonized

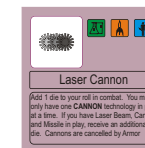
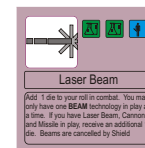
system in the invader's empire. Colonized systems are those which have at least one planet assigned to them. Empty systems, stars without planets, do not count against this influence cost. The invader may attack with one, some or all of their ships, to a maximum of their available ship resource. The number of ships being used is recorded and kept secret until combat is resolved. At the end of the combat all of the invading ships are used and do not return to the invader's resource pool. The invader should note the number of ships on a hidden piece of paper before the defender's number is revealed.

### Combat Resolution

Once the invader has designated a target by selecting a system to invade, paid the influence cost, and recorded (in secret) the number of ships sent, the defender must decide how to defend his empire. The defender declares the size of the defending fleet which may be none, some or all of his available ships. The defender's ships are not automatically spent like the invader's ships. The invader now reveals the size of his invasion fleet.

### Die

Each player begins with one combat die. If either the invader or defender has twice the number of ships allocated than the other player, they receive a second die. Additional die may be allocated at each such multiplier - i.e. if a player has three times the number of ships allocated to the combat they receive two additional die. Numbers can count for a significant advantage in combat. Each of the weapon and defense technologies provides one additional die to each player. Weapon technologies also provide an extra die if all three weapons of a specific type are in play by one empire. For example, if a player has in play Laser Cannons, Laser Missiles and Laser Beams, they receive four additional dice to roll, one for each weapon technology and one for the whole set. Weapon sets are identified by the name (Laser, Plasma and Tachyon for example) and the matching color of the cards.



The Set of Laser Weapons

Each weapon type has a countering defense type. When the opposing player has the appropriate counter technology in play, neither player receives a die. This counter does not include the bonus die given for the set of weapon technologies. Beams are countered by shields, missiles are countered by E.C.M. and cannons are countered by armor.

### The Roll and Combat Result

The invader now rolls the dice and adds the results together. The defender then rolls and also totals the result. The player with the

higher total score wins the combat. In the event of a tie, the defender wins.

Regardless of the result of the roll, the invader now deducts the number of ships used from the total number of ships on the resource card. The defender also deducts the number of ships recorded for defense unless the defender wins by more than double the die result of the invader. In this case the defender only deducts a number of ships equal to half the number of ships defending, rounded down to the nearest whole number.

If the defender wins, nothing else happens and the player moves to the next phase of their turn. If the invader wins, the defender must then give the system, its planets and developments to the Invader. The Invader moves these cards to their play area.

### Further Notes Regarding Combat Captured Systems are Inactive

When a player takes possession of another player's system, they must place the planet and development cards face down until their next activation phase. The invader may not collect tier 1 resources or produce tier 2 resources from these planets.

## 2 - Draw Cards

After either conducting an Invasion or declining to, The Player draws up to four cards (the maximum hand size). These cards may be in any combination from the three decks available, but the number of cards to be drawn from each deck is declared before any cards are drawn.

The Player may not draw more cards than they may legally hold. If The Player has kept two cards in their hand from the previous turn they may only draw two additional cards.

No player may draw from the discard pile for any deck. If all of the cards in a deck have been drawn and The Player would like additional cards, the discard pile may be shuffled and then drawn from as normal.

## 3 - Resources

### Collect Tier 1 Resources

The resources in the game divide into two tiers. Tier 1 resources are gathered from the planets of a player's empire.

Each planet type provides either one labor or one materials resource, depending on the type of planet. These resources are added to a player's total immediately and may be spent this turn.

### Create Tier 2 Resources

Tier 2 resources are created by using the developments to convert tier 1 resources. Each development may convert one Tier 1 resource of a listed type to the tier 2 resource indicated on the card. Each development may do this once on each turn. The tier 2 resources are influence, ships and science.

### Trade

If a player is having difficulty in acquiring a tier 2 resource they may use the trade rule to create one. Once per turn, during this

phase, the player may exchange 10 of either labor or materials, but not a combination of, for one tier 2 resource of your choice. Tier 2 resources may be traded at 5:1.

Only one such trade, either a 10:1 or a 5:1 trade, may be made per player, per turn. The player may not trade tier 2 resources for tier 1 resources. The resources traded must be uniform - i.e. you may trade 10 labor or 10 materials, not a combination of materials. This also applies to tier 2 resources. You may trade 5 science for one influence, but not 3 science and 2 ships.

## 4 - Play Cards

### Play New Star Systems

The player may now place any or all of the star system cards they have in their hand on the table in front of them. It is not necessary to have planets to go with these star systems, so empty systems may be played. You may play planets on these systems later in the game.

### Encounters

Some star systems have a comet icon on them which indicates an encounter. The encounter occurs when the card is played, not drawn. The encounter is resolved by drawing the next card from the development pile, face up so all players may see it. The player must now pay the resource cost of the development drawn. If the player is unable to pay the cost, the star system is discarded. Otherwise the star system is played normally.

### Play New Planets

The player may now place any planet cards in their hand next to any star system card which has space for them. Planet icons on the star system cards indicate how many planets the system supports, from 1 to 3. The player may not exceed this number in a system, but may find themselves in a situation where they have fewer planets than orbits available. This is allowed, if undesirable.

### Play New Developments

The player may now place any development cards from their hand next to the planets they have in play. Each development requires a development slot, indicated by a factory icon on the planet card. Each development will also have a cost indicated in tier 1 resources. The player must pay this cost as the card is played. If they do not have the resources, they may not play the card. There is no limit, other than space, to the number and type of developments which may be placed in a system or on a planet with the exception of monuments. Only one monument card may be placed in a star system, regardless of the number of planets in that system.

### Play New Technologies

The player may now play new technology cards, paying the indicated cost in resources. Old technologies may be replaced at this time with newer ones. A player may have only one each of beam, cannon, missile, E.C.M., shield and armor technologies in

play. A player may replace a "Laser Beam" with a "Plasma Beam", for example, during this step. Technologies are made immediately available and are in force should the player be attacked after the end of their turn.

## 5 - Activate Cards

The Player may now activate any cards which have become inactive. Inactive cards are most likely to be cards that have been captured during an invasion. Turn these cards over so they may be read. They will be available for development and resource collection on the next turn.

## 6 - Discard

The player may now discard any of the cards in their hand. Each deck should have its own discard pile. The player may discard developments that are in play. Systems, planets or monuments that are in play may NOT be discarded.

## Winning the Game

The goal of the game is to be the first player to have five monuments in play. On the turn in which a player acquires their fifth monument, either by playing it from their hand or through invasion, they have won and the game ends.

On the other hand it is possible to achieve a domination win by eliminating half of your opponents. In a 3 or 4 player game, you win by eliminating 2 other players. In a 5 or 6 player game, you win by eliminating 3 other players.

If you manage to be the last player standing, regardless of how many players you eliminated, you win. The victor always writes the histories.

### Player Elimination

A player is considered eliminated after their last colonized system is captured by another player. The invading player may take all of the remaining tier 1 resources of the defeated player. The defeated player's tier 2 resources are simply discarded as lost. The invading player may add the cards the eliminated player holds to their hand. Remember that you must discard down to a maximum of 4 cards during the discard phase.

## Credits

Game Design  
Additional Design  
Producer  
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Play testing

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