LANIAKEA

ACROSS DARK SPACE

Rulebook Version 5.0

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Contents

All Illustrations, iconography, artwork and text within this rulebook are work in progress.

Prelude

Laniakea is a colossal galactic region; a supercluster of thousands of galaxies. For eons, one of these galaxies was a haven for countless civilisations. But now the stars burn dimly and the planets fall silent. It is dying. Few beings have the knowledge and power to escape the imminent darkness. Only those at the pinnacle of evolution have discovered the key to escape before it's too late: the eight founders of the once mighty Celestial Council. Now, with no galaxy to rule over, the council has fallen into chaos, and the Celestials have become solitary beings with ambitions of their own. Alone, they each journey across Laniakea to rebuild their strength and search for new galaxies to call home. Resources are plentiful, but the Celestials are hungry; a hunger for power that has only been fuelled by their new found freedom. Vast empty voids make their journey between galaxies difficult, and beings of chaos dwell in the darkness. Only one Celestial can become the absolute ruler of Laniakea; a feat only achieved by the most powerful.

Your Objective

In Laniakea: Across Dark Space, you will take on the role of a powerful Celestial; exploring the galaxies of Laniakea in order to achieve the title of absolute ruler. Each new galaxy you discover could hold the resources you need to advance your Cosmic Powers, or be the ideal location for you to build new Sanctums, Gateways or Thrones. To aid you on your journey, you will recruit powerful Entities with unique special abilities, and gain new Cosmic Powers with upgraded actions to take during your turn.

At the end of the game, the player with the most victory points will become the most powerful being in Laniakea, and be crowned the winner.

Laniakea (pronounced lah-nee-ah-keh-ah), means 'immense heaven' in Hawaiian. The Laniakea Supercluster is home to the Milky Way, the Solar System and Earth, as well as approximately 100,000 other nearby galaxies.

Game Components
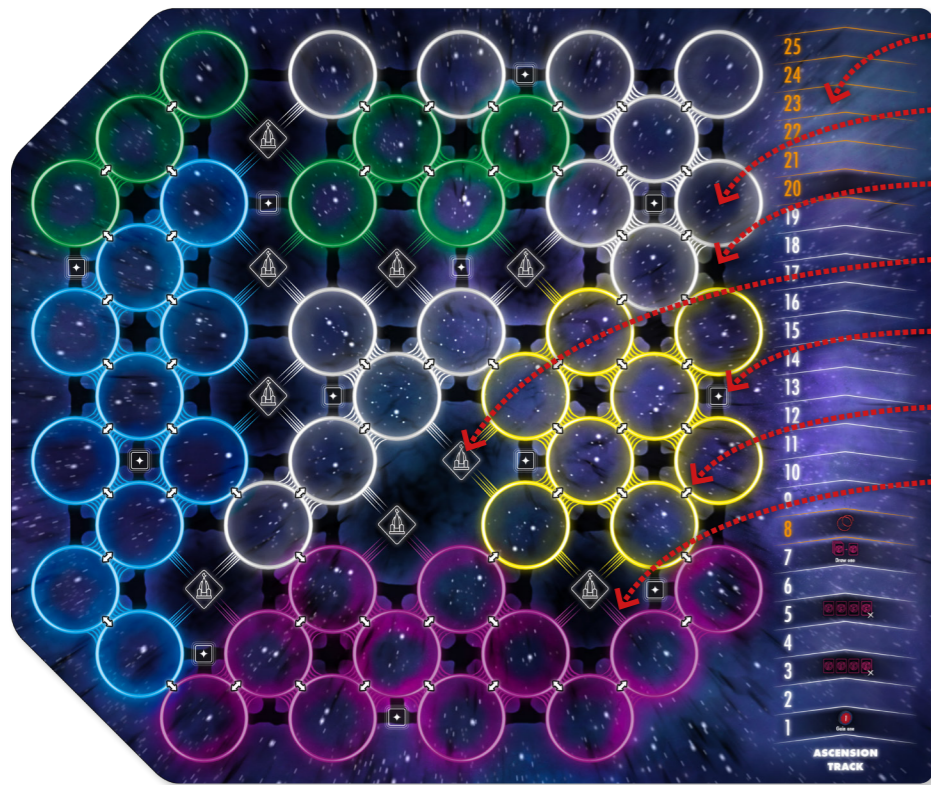
Main Game Board

- **Ascension track**
- **Galaxy Space**
- **Void** *(Black spaces)*
- **Abyss** *(Can never be moved to)*
- **'Artifact' Space**
- **Adjacent Space Indicator ( )**
- **Bridge**

Note: *'Sectors' are identified by galaxy spaces of the same colour, even if they are not directly connected. For example, there are two areas on the board with adjacent green galaxy spaces. These are considered to be one Sector.*

Card Deck Board

- **Cosmic Power Deck Space**
- **Cosmic Power Cost Indicator**
- **Entity Deck Space**
- **Adversary Deck Space**
- **Adversary Deck Discard Space**

Galaxy Tiles x 49

4 x Resource Slot Tokens

- **10 x Voyage Stones**
- **10 x Forge Stones**
- **10 x Aether**

15 x Artifact Cards

12 x Artifact Tiles

12 x Attack Tiles

8 x Celestial Boards

4 x Player Boards

Cosmic Power Deck

Entity Deck

**Adversary Deck
(Solo Play Only)**

Chaos Cards

Tracker x 1

Gateway x 6

Sanctum x 6

Throne x 5

Player Figure x 1

The above player pieces are provided
in 4 different player colours

Player Area Setup

Choose the first player. Then, in Clockwise order, each player chooses a player colour and takes the following corresponding items:

- One *Player Board* **1**

- Any one *Celestial Board* of their choice **2**

- *Tracker* in their player colour **3**

- *Gateways, Sanctums & Thrones* in their player colour **4**

- One *Player Figure* in their player colour **5**

- *Resources:* 1x 🟢, 1x 🔷, 1x 🔶. Place these on the number "1" spot on the resource tracker **6**.

- Place 1 x 🔶 on the left-most spaces of both the Movement Tracker, and Celestial Ability Track **7**.

- One "Resource Slot" token. Place it on the Resource Token Entity space on their player board. (See Quick Reference for details about Resource Slots). **8**

- One starting deck with matching symbols **9**. Shuffle this deck and add it face down next to your Celestial board **10**.

Each player should have the following cards in their **Starting Deck:**

2 x Move Cards
1 x Recruit Card
1 x Upgrade Card
2 x Gain Cosmic Power Cards
2 x Build Cards
2 x Seraph Cards

Anatomy of Boards

A Movement Types & Movement Tracker
The Movement tracker is used to keep track of the number of movements that you can take during a single 'Move' action. Below the movement tracker, you will also see an overview description of each movement type, and the resource cost to perform each movement type.

B Structures
This area of the celestial board provides a you with a reminder of the resource cost to build each of the three Structure types when you perform a 'Build' action. Descriptions of each can be found in the 'Build a Structure' section of the rulebook.

C Entity Space
These eight spaces are where you will place any Entities that you obtain during a 'Recruit' action. See "Recruit an Entity" for more details on how the player board abilities work.

D Celestial Name & Ability
At the start of the game, each player must select a Celestial board that features a unique ability. This ability features a unique way of scoring additional victory points at the end of the game. Mastering this ability will be key to winning the game. Below the ability is the Celestial Ability Track, which can usually be upgraded to provide additional Victory Points.

E Resource Tracker
This area of the Celestial Board should be used to track the resources that the players have throughout the game. At the start of the game, players should take the corresponding resources and place one of each on the number "1" spot of the track. As they gain and spend resources, they should use this track to keep note of the resources they have. Players may not exceed the number of resources available on the track (10), or go below (0).

F Throne Victory Point Indicator
This area indicates how many victory points the Thrones you have built will produce at the end of the game. The value is dependant on how many 'Aether' (🔶) resources you end the game with on your Resource Tracker.

General Setup

- After completing player setup, if there are any Starting Deck Cards (with the symbol in the top right corner) not being used, return these to the box.

- Shuffle the remaining Cosmic Power cards (with no symbols in the top right corner) and place the deck on the Cosmic Powers space face down **6**. Draw four cards, placing them face-up on the spaces next to the Cosmic Power deck **7**.

- Shuffle all of the Entity cards and Chaos cards together to create the Entity deck. Place the deck on the Entities space face down **3**. Draw the top four cards and place them face-up on the on the spaces next to the Entity Deck **4**.

- Shuffle the 49 Galaxy tiles, and randomly place them 'Undiscovered' (with the lock icon 🔒) side face up on the blank Galaxy spaces **2**.

- Each player places their Figure on the Galaxy Tile on the Main Game Board that has a letter matching the one printed above the Celestial name on their Celestial Board **8**.

- Players place their tracker below the Ascension track **9**.

- Place 12 Artifact tiles on the Main Board **10**. Shuffle the Artifact cards and place them within reach of all players.

- Create a resource supply next to the board vith Voyage Stones, Forge Stones, and Aether.
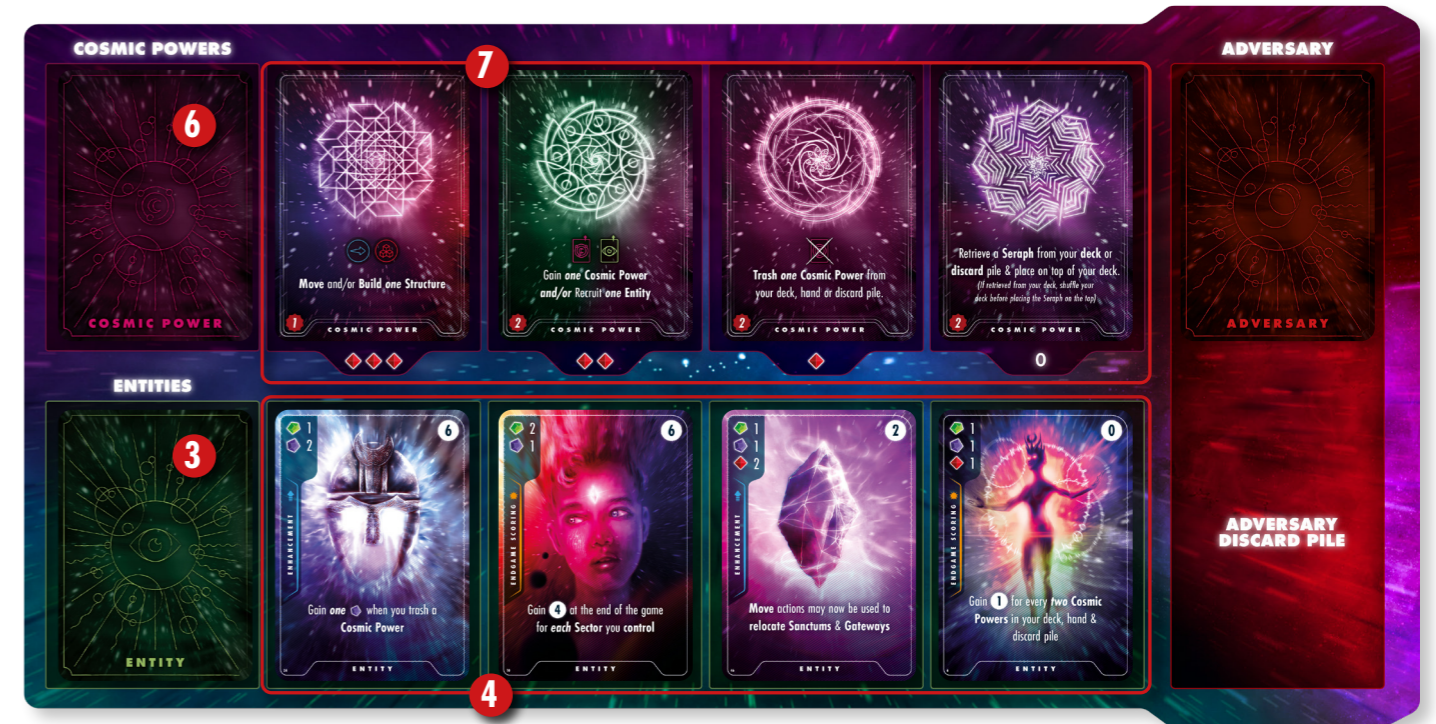
Gameplay Overview

A player's turn will consist of the Cosmic Power Phase and the Upkeep Phase. Once a player reaches level 8 on the Ascension Track the Endgame is triggered: The current round continues until all players have taken their turn, and then each player gets one last turn.

1. Cosmic Power Phase

The current player may perform the actions shown across the cards in their hand in any order. Once a card has been used, add it to a face up discard pile.

Important: *A player may perform as many or few actions as they wish, but they* **must** *end their Cosmic Power Phase with at least two cards still in their hand.*

2. Upkeep Phase

Once a player has decided to conclude their Cosmic Power Phase, they must first decide whether to keep any cards they have left in their hand, (which may be used on their next turn), or discard any number of them. The player must then draw cards from their deck until they have five cards in their hand. (If a players Cosmic Power deck is ever empty, their discard pile should be reshuffled into a new deck). After a player has completed their upkeep phase, the next player clockwise begins their turn.

Additional Actions

At any time during your **Cosmic Power Phase**, you may perform any number of the following additional actions:

1. If you are currently positioned on a galaxy with a Gateway or Wormhole, you may *relocate* to any other Gateway or Wormhole. (See 'Relocate' in key words).

2. You may spend 🟢 or 🟣 resources from your resource track to augment any available Resource Slots. (See 'Resource Slot' in key words).

3. You may discard a card from your hand to harvest the Galaxy you are currently situated on.

4. You may discard a card from your hand to gain either 1x 🟢 or 1x 🟣.

5. Use the effects of any 'Artifact' cards you own.

Cosmic Power Phase

Starting Deck Cosmic Power Actions:

This section describes the actions (**B**) that you can perform as indicated on the cards in your starting deck.

These actions are as follows:
1. Move
2. Seraph
3. Gain a Cosmic Power
4. Upgrade
5. Build a Structure
6. Recruit one Entity

Card Anatomy

A Starting Deck Icon
B Action
C Attack Value
D Card Classification
E Permanent (*Can't be trashed. See Key Words.*)

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1. Move

Performing a 'Move' Action allows you to explore Laniakea, discover new Galaxies, and gain resources by moving your figure around the Main Game Board.

Movement Tracker

The Movement Tracker **2** is found on each player's Celestial Board. This track indicates the number of movements that can be made during a single 'Move' action. At the start of the game, each player should place an Aether on the number 1 space on the tracker. Players can move the Aether up the tracker one space by performing an Upgrade action (explained Later).

Performing a Move Action & Movement Types

When a player performs a 'Move' action, they must first pay the resource cost for the movement type(s) they wish to perform, as indicated on their Celestial Board. There are three movement types:

1. **Basic:** *(See example **A** on next page)*
A 'Basic' Movement allows you to move to an adjacent (⮌) Galaxy.

2. **Void:** *(See example **B** on next page)*
A 'Void' Movement allows you to move through one void. (Indicated by dark spaces between Galaxies).

3. **Time Loop:**
Although Time loop doesn't provide you with any physical movement, it is still classed as a movement type. It can only be performed once per 'Move' action. Performing a Time Loop allows you to harvest any **one** resource at your new location for double its value. (explained next).

Harvesting Resources

After fully completing a Move action, you must immediately harvest the Galaxy you have landed on. This is achieved by gaining the resources indicated on the face-up side of the Galaxy (adjusting your resource track accordingly). If you performed a 'Time Loop' movement, this is when its ability is triggered.

In addition to gaining resources, some Galaxies will feature additional actions that may be taken during the harvest action. (These are described in detail in the Quick Reference guide).

Each Galaxy has an 'Undiscovered' and a 'Discovered' side. Depending on the side of the Galaxy you land on you will need to take different steps when harvesting:

1. **Harvesting an Undiscovered Galaxy:**
Gain the available resources on the **top half** of the tile. Resources and abilities on the bottom half are marked with a lock icon 🔒 and must not be harvested. Once you have harvested the top half, flip the tile to its Discovered side. You will notice that the bottom half is now unlocked, and available to harvest in the future.

2. **Harvesting a Discovered Galaxy:**
Gain the available resources indicated on the the **bottom half** of the tile and carry out any available actions indicated on it (See quick Reference). Do not flip the Galaxy back to its undiscovered side. A discovered Galaxy may never flip back to an Undiscovered Galaxy. Discovered Galaxies remain in play for the remainder of the game.
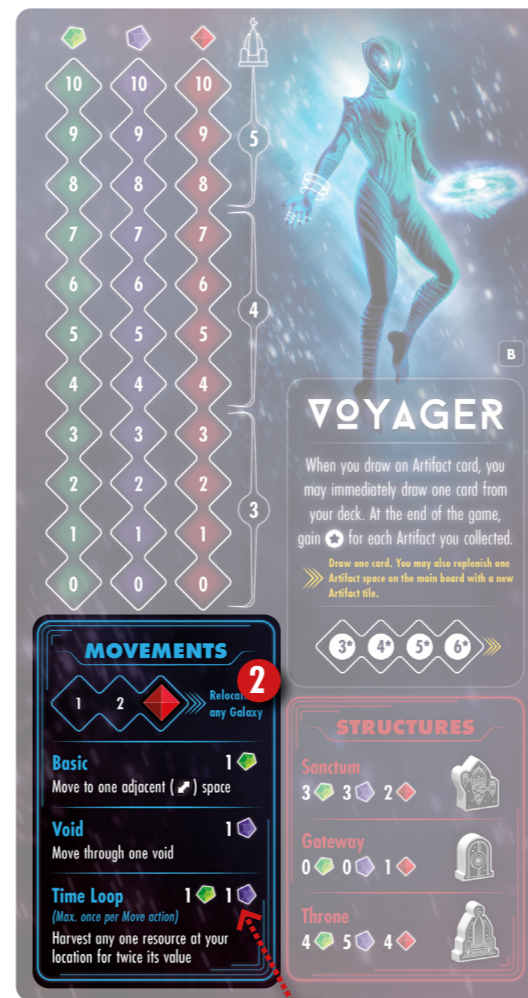

Move Action Example **C**

A player plays a Cosmic Power card from their hand with the 'Move' action on it **1**. As they have previously upgraded their Movement Tracker to '3' **2**, they can perform up to 3 Movements during their Move action. They decide to perform a Basic Movement followed by a Void Movement. For their 3rd movement, they perform a 'Time Loop', which allows them to harvest one resource of their choice for double its value. (They decide to use 'Time Loop' on the Aether ◆, which doubles the amount of Aether they harvest from 1 to 2).

Total Spent (Based on combined cost of the 3 movements **3) =** 2x ⬡, 2x ⬡.
Total Harvested = 2x ⬡, 3x ⬡, 2x ◆.

After they have harvested the galaxy, they flip it over to its 'Discovered' side.

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2. Seraph

The Seraph card is a powerful card in your starting deck. When you play the Seraph, you must Ascend one space (move your tracker one space up the Ascension Track on the Main Game Board), and gain one Green (⬢) resource. You may harvest all of the Galaxies where you have built Structures, and you may relocate to any Galaxy where you have a Gateway

Tip: *Knowing when to play your Seraph card is essential to mastering the game. Play it too often and you risk ascending too quickly, triggering the end of the game with little to show, but play it too little and you wont reap the rewards of your built Structures!*

Important: Although included in your Cosmic Power deck, **it is not classed as a Cosmic Power ❶.** If any other card in the game refers to a "Cosmic Power Card", your Seraph cards do not count.

- You **must** Ascend **one**
- You may gain **one** ⬢.
- You may harvest **each** Galaxy where you have built Structures.
- You may Relocate to **any** Gateway.
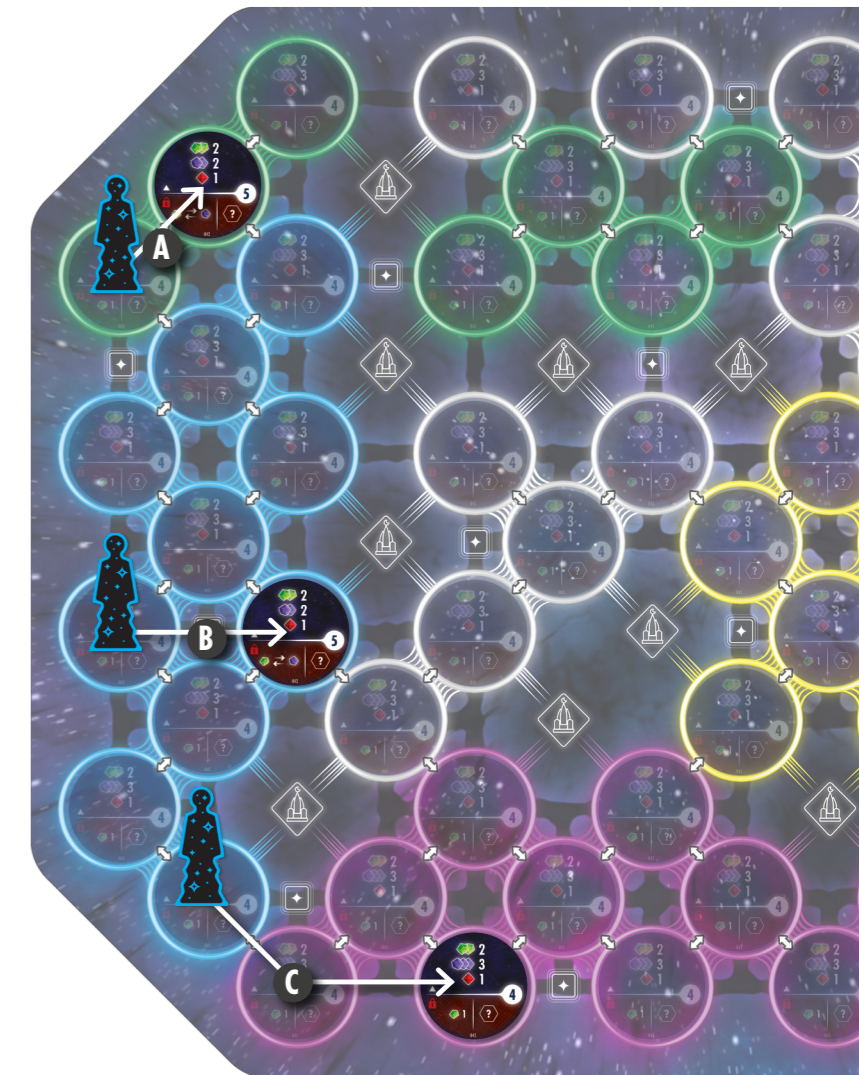
Cosmic Power Phase (Continued)

3. Gain a Cosmic Power

Gaining Cosmic Power cards is the way you add more powerful cards into your deck.

You can gain Cosmic Powers from the board by spending Aether (🔶) from your resource tracker. The cost of a Cosmic Power card is found below the card. The left-most card costs 3 Aether, while the right-most card costs 0. When you gain a Cosmic Power, immediately add it to your discard pile, then slide the remaining Cosmic Power cards on the board to the right, and replenish the left-most space with a new card from the top of the deck.
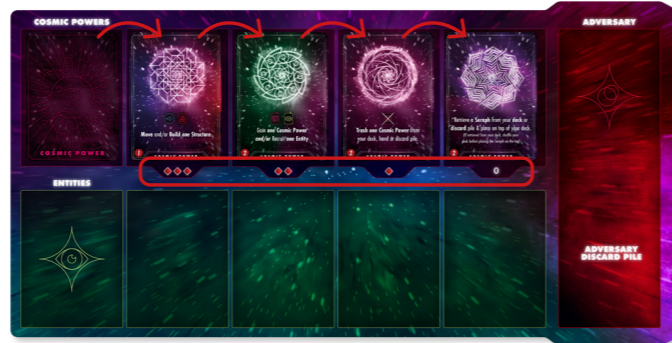
4. Upgrade

The 'Upgrade' action allows a player to choose between upgrading either their Celestial Ability Track, or upgrading their Movement Tracker.

Upgrading The Celestial Ability Track B

Upgrading the Celestial Ability Track usually increases the number of victory points that you gain at the end of the game. (some Celestials boards have unique abilities where this differs). When upgrading the Celestial Ability Track, first spend one Aether from your resource track A, and then move the Aether up your Celestial Ability Track by one.

Each Celestial board has an "Overpower" (》) ability. If you upgrade the Celestial Ability Track when you have already reached the last space on the track, you must activate the Overpower ability as described on your Celestial Board. To activate your Overpower ability, you would first spend one Aether from your resource track A, but do not move the Aether on your Celestial Ability Track any further to the right.

### Upgrading The Movement Tracker C

Upgrading the Movement Tracker increases the number of movements that can be made during a single 'Move' action. When upgrading the Movement Tracker, first spend one Aether from your resource track A, and then move the Aether up your Movement Tracker to the right by one. Similar to the Celestial Ability Track, the Movement Tracker has an "Overpower" (》) ability.
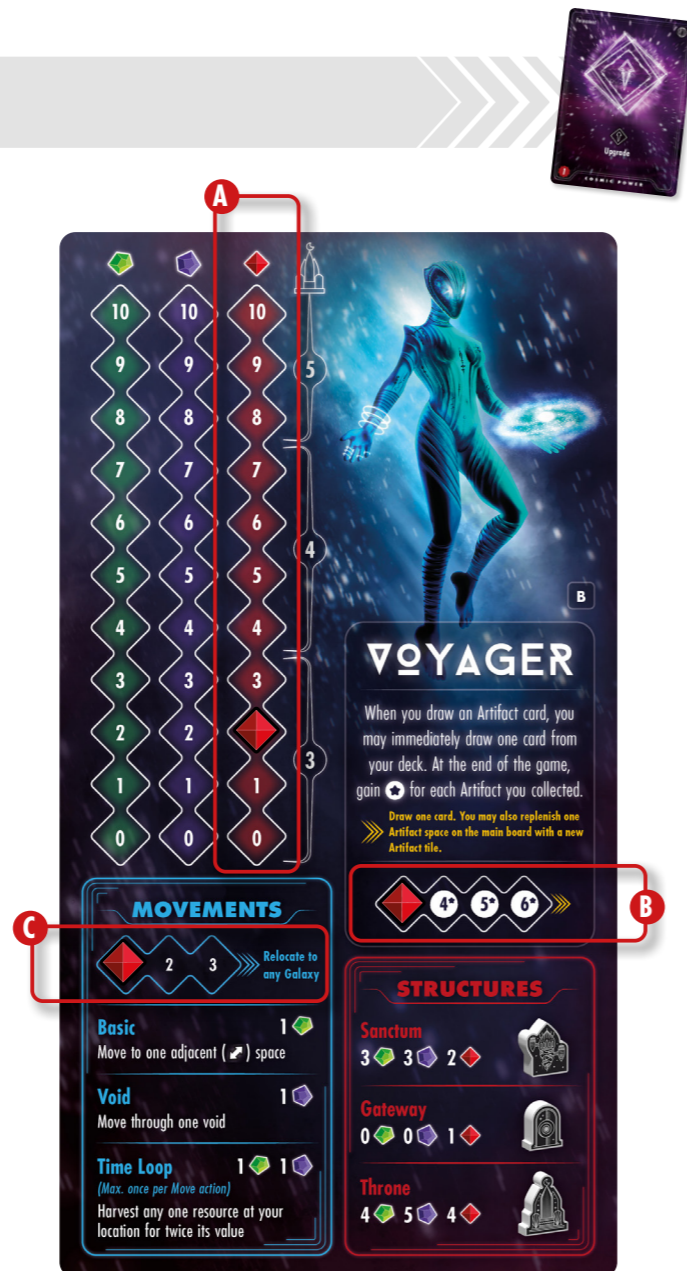
5. Build a Structure

When you build a Structure, you may either build a Sanctum, Gateway or Throne.

No more that one Structure may ever be on a Galaxy. The cost to build each Structure type is found on your Celestial Board.
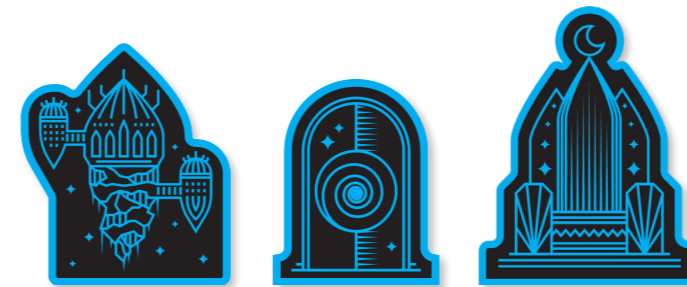
Sanctum	Gateway	Throne

Sanctum:

Sanctums are the most basic Structures in the game. When you build a Sanctum, you must place it on the galaxy you are currently situated.

Endgame Scoring (Sanctums):
At the end of the game, gain the total value of the Victory Points (indicated in the white circles) on each of the Galaxies where you have built Sanctums.

Throne

Thrones can only be built in an Abyss space you are next to. (You are considered "next" to an Abyss space if the galaxy you are in is immediately connected to the abyss by a bridge).

Note: *Abyss spaces can never be moved to, moved through, or relocated to during the game.*

Scoring (Thrones):
At the end of the game, the player gains **X** Victory Points for each Structure they have built in Sectors that match the Bridge colours connected to each of their Thrones. **X** is equal to the value on the Throne Victory Point Indicator on your Celestial Board at the end of the game, and is determined by how many Aether you have left. (See Endgame scoring for details and example).

Gateway:

To build a Gateway, you must spend 1x 🔶 to convert a Sanctum you have previously built into a Gateway (swapping the Sanctum player piece with a Gateway player piece.)

Note: *You **do not** need to be on the same location as the Sanctum you wish to convert.*

Gateways provide a variety of ways to improve your ability to navigate the Galaxies of Laniakea:

Interacting with a Gateway
- When you use a **'Move'** action to travel to a Galaxy with a Gateway on it, you may immediately teleport to any other Gateway or Wormhole on the board. Then, you may make a single basic movement to any adjacent Galaxy (This movement is free to perform).

Note: *Moving through a Gateway does not end your move action. If you have additional movements left as part of your move action, you can keep moving.*

Additional Interactions
- At any time during your Cosmic Power Phase: if you are positioned on a Gateway, you may *relocate* to any other Gateway or Wormhole for free.

- If another player lands on or uses a Gateway you have built, you immediately gain **two** Aether (🔶).

- When you play a **Seraph** card, you may relocate to any Gateway.

Scoring (Gateways):
At the end of the game, gain the total value of the Victory Points (indicated in the white circles) on each of the Galaxies where you have built Gateways.

Cosmic Power Phase (Continued)

6. Recruit an Entity

Recruiting an Entity is a great way to boost your abilities and end game victory points. Both Entity cards, and the player board "Entity Spaces" where you place recruited Entities onto, will provide you with a variety of different benefits.

Recruiting

To recruit an Entity, you must first spend the resources indicated on the top left of the card you wish to recruit. ❶

There are three main Entity card types in the game ❷:

Instant Action (⚡): Instant action cards provide one-time use benefits. When recruited, you must immediately perform the action written on the card.

Enhancement (⬆): Enhancement cards provide ongoing benefits that remain active throughout the length of the game.

Endgame Scoring (☀): Endgame Scoring cards provide you with opportunities to gain additional victory points at the end of the game. You will need to meet the conditions stated on the cards at the end of the game in order to gain the additional victory points.

Player Board Abilities

When you recruit an Entity, you must place it onto any one of the eight available spaces on your player board. Each space has a unique additional ability or action that you can take when placing a card there. These abilities must be taken immediately after playing an Entity to that space. ('Instant Action' card abilities and 'Player Board Abilities' may be performed in any order that you choose).

After the previous steps have been fully completed, replenish the board with a new Entity card from the top of the Entity deck.

Note: You may not have more than eight Entities on your player board at any time. If your player board is full, you may not recruit any more Entities.

Entity Card Anatomy

❶ Recruitment Cost
❷ Entity Type
❸ Victory Point Value
❹ Card Ability
❺ Card Classification

Gain ❸ at the end of the game for *each Sanctum* you have built

ENTITY

Chaos Cards

Chaos cards (↻) are cards that players can encounter throughout the game, and represent the powerful cosmic dangers that hide amongst the darkness of Laniakea. Chaos cards can cause players to temporarily need to adjust their strategy, but they also offer the opportunity for benefits and extra victory points.

Chaos cards are shuffled into the Entity deck, but are not classed as Entities. Unlike Entities, Chaos cards cannot be recruited using resources: instead, they must be defeated.

Attacking & Defeating a Chaos Card

Chaos cards can be attacked by a player at any point during their Cosmic Power Phase, using the Attack points found on the bottom left corner of Cosmic Power Cards in their hand.

Chaos cards have their Hitpoints (HP) ❶ on the top left of the card. To defeat a Chaos card, a player must attack the card for its full HP value during a single attack. To perform an attack, The attacking player should combine the attack points of as many Cosmic Power cards in their hand as they wish, in order to match or exceed the Chaos Card's HP Value. If a player doesn't have the necessary attack points, they can not attack the Chaos Card.

After the attack, the Cosmic Power cards used in the attack remain in the players hand. They are **not** discarded, however, they may not be used to attack any other Chaos cards this turn.
After a player defeats a Chaos card, they must remove it from the

Card Deck Board, and add it to a face-up pile next to their player board, then, replenish the empty card space with a new card from the deck. At the end of the game, they gain the victory points ❺ indicated on the top right of the card.

Requirements ❷

Some Chaos cards will have Requirements, indicated by a star icon. Requirements will feature either:

- An additional step the attacking player must make during the attack in order to be able to defeat the Chaos Card.
- An ability that increases the Chaos Card's HP.

Chaos Effects ❸

Some Chaos cards will have Chaos Effects. These effects apply to all players as long as the card remains on the Card Deck Board. Once the card has been defeated, the effect no longer applies.

Defeat Rewards ❹

Some Chaos cards with have a defeat reward that is granted to the player that defeated the card.

Attack Tokens

Attack tokens may be gained throughout the game and are one time use. Attack tokens can be spent during a single attack as an additional attack point.

CHAOS EFFECT

Entities cost +1 to *recruit.*

DEFEAT REWARD

At the end of the game, gain **1vp** for every **two resources** on your resource track.

CHAOS

REQUIREMENT

To defeat this Chaos, the player must additionally *discard one Seraph* from their hand.

CHAOS

Chaos Card Anatomy

❶ Hitpoints (HP)
❷ Requirement
❸ Chaos Effect
❹ Defeat Reward
❺ Victory Point Value
❻ Card Classification

Game End

Endgame Trigger

The Ascension track is used to trigger the end of the game. Once a player reaches level 8 the Endgame is triggered: The current round continues until all players have taken their turn, and then each player gets one additional turn.

Scoring

Once the game has concluded, players should determine their score by calculating the total value of the following:

1. Entity Cards & Chaos Cards

Calculate the total value of Victory Points in the Top right of their Entity cards & Chaos cards. Check if the Endgame Scoring conditions of any of their Entity Cards have been successfully met.

2. Celestial Ability

Check if the Endgame Scoring conditions of the Unique ability on their Celestial board have been successfully met.

3. Ascension Track

The number value reached on the Ascension Track.

4. Galaxy Points

Calculate the total value of Victory Points gained by building Structures on the main board.

- **Sanctums & Gateways**
  Gain the total value of Victory Points indicated on Galaxies where you have built any Sanctums or Gateways on (A).
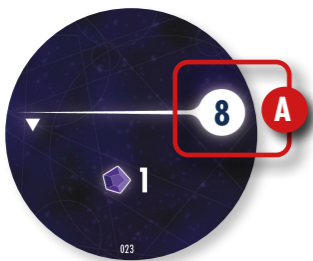
- **Thrones:**
  At the end of the game, the player gains (X) Victory Points for each Structure they have built in Sectors that match the Bridge colours connected to each of their Thrones. (X) is equal to the value on the Throne Victory Point Indicator on your Celestial Board at the end of the game, and is determined by how many Aether you have left. (See illustration below).

Throne Scoring Example:
At the end of the game, you have built one Throne in the Abyss. Additionally, you built two Sanctums in the blue sector, and two Gateways in the white sector. Two blue bridges (///), one white bridge (///), and one pink bridge (///) are all connected to the Throne you have built in the Abyss. As you have no Structures built in the pink zone, the pink bridge will not provide you with any points. At the end of the game, the Throne would provide the following Victory Points:

2 Structures in blue zone x 2 blue Bridges x (3) VP =	**12 VP**
2 Structures in white zone x 1 White Bridge x (3) VP =	**6 VP**
TOTAL	**18 VP**
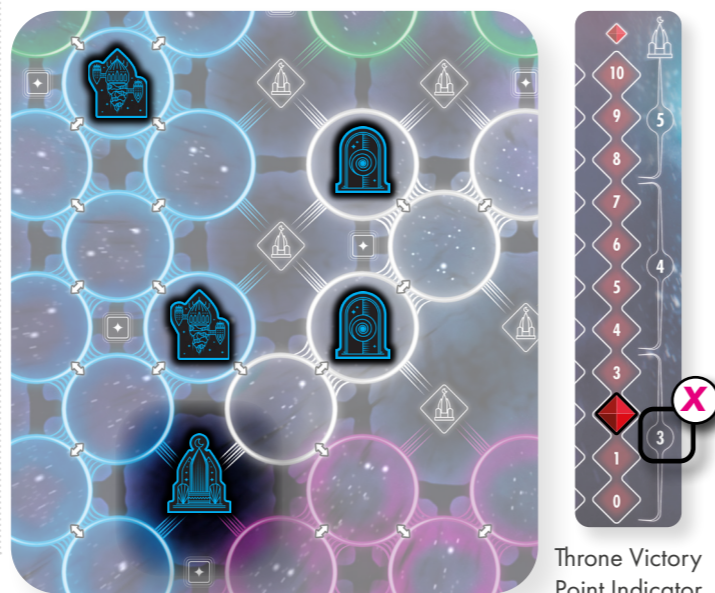
Throne Victory Point Indicator

Adversary | Solo Games

The Adversary acts as a second player, and can perform many of the same actions that players do. The Adversary moves around the board, gathers resources, recruits Entities, and builds Structures.

Setup:

Setup the game as previously described in this rulebook. Choose one unused player colour that the Adversary will use. The Adversary always begins the game as the first player. These additional / altered set-up steps should be taken:

- The Adversary begins the game on the Ascension track at space number "8".
- Shuffle the Adversary deck and place it on the relevant space on the Card Deck Board.
- Give the Adversary any one unused Celestial Board (ignoring the unique ability printed on the board) and set the resource tracker to the following: 2x 🟢, 2x 🟣, 2x 🔴.
- The Adversary does not require a Player Board.

Gameplay:

The Adversary begins the game. During its turn, you must reveal 3 Adversary cards one at a time, completing all steps as fully as possible as described on each card. Once the effects of all three cards have been completed, the turn ends, and the next player begins their turn.

Action Clarifications:

1. Move
Move actions are dictated by the Adversary cards. It does not cost the Adversary any resources to perform the described movements. If a movement would cross, or end on an abyss space or wormhole, the Adversary would skip this space and jump to the next space in the same direction instead. The Adversary harvests the resources on galaxies it lands on, but can not perform any additional actions. If a movement cannot be completed in full (due to edge of the board, for example), complete as much of the move as possible.

2. Build
The Adversary can only build Sanctums. It pays the same resource cost to build Sanctums as the players would.

Recruit an Entity
When an Adversary card asks for an Entity to be recruited, the Adversary will always recruit the Entity with the highest victory point value (ignoring the ability written on the card). If two or more Entities share the same victory point value, then the player must chose which Entity the Adversary will recruit. The players must chose the Entity that most benefits the Adversary. (For example, players would chose the Entity that has the lowest resource cost). To recruit an Entity, the Adversary must be able to spend the necessary resource cost.

Note: There is no limit on the number of Entities the Adversary can recruit throughout the game.

3. Seraph
When a Seraph card is revealed, the Adversary harvests the resources indicated on the face-up side of all Galaxies it has built Sanctums on, however, it does not take any of the additional actions described on the galaxy tiles.

End Game Trigger:

The end of the game is triggered when the Adversary reaches "20" on the Ascension track, or the player reaches "8". Once this happens, current round continues until all players have taken their turn, and then each player gets one additional turn.

Scoring:

The Adversary gains Victory points equal to the following:

- Its number value on the Ascension track.
- The victory point values on all of its Entities
- The Victory point value of all the galaxy tiles it has build Sanctums
- 1 x victory points for each 🟢 left in its supply
- 2 x victory points for each 🟣 left in its supply
- 3 x victory points for each 🔴 left in its supply

Quick Reference | Artifacts ✦

At the start of the game, the 12 'Artifacts' tiles should be placed on the Main Game Board in the locations marked with the ✦ icon. All of the Artifact spaces are found within voids. Whenever a player crosses one of these voids during a move action, they should remove the tile from the game and draw one card from the Artifact deck. Artifacts provide bonus actions that the player may use at any time in the game during their Cosmic Power Phase. Most Artifacts are one-time-use, and once used, should be flipped back over as a reminder that they have been used.

Quick Reference | Galaxy Tile Abilities

Any _two_ ⟷ _one_

You may swap any two of the indicated resources for one Aether, or one Aether for any two resources. You may do this as many times as you like.

Perform once:

Trash any one Non-permanent cosmic power from your hand, discard pile, or deck to gain one Aether. **You may only perform this action one time.**

You may swap either of the indicated resources for each other. You may do this as many times as you like.

?

This is a **Resource Slot**. See Key Words for detailed description.

Draw one

You may draw one card from your deck and add it to your hand.

Quick Reference | Core Cosmic Power Actions ©

Core Cosmic Power Actions are the actions found on the cards in each players starting hand. Although the Seraph card is found within each play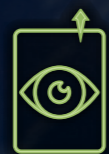ers starting hand, it is not considered a Cosmic Power Card, and therefore not a "Core Cosmic Power Action". If you encounter the term "Core Cosmic Power Action" during the game, it refers to the actions listed below.

Move	Build	Recruit an Entity	Gain a Cosmic Power	Upgrade

Quick Reference | Iconography

This guide shows the main icons used throughout the game. In addition to these main icons, you will come across multiple variations and unique icons as you build your Cosmic Power deck.

In most instances, icons that you come across throughout the game will be accompanied by descriptive text, so don't worry about memorising each one.

◆ Aether	☀ Endgame Scoring	✦ Artifact
© Core Cosmic Power Action	⬠ Forge Stone	⩜ Seraph
≋ Ascend	⚡ Instant Action	⬟ Voyage Stone
⟳ Chaos Card	⟫⟫ Overpower	
⬆ Enhancement	? Resource Slot	

Aether

A resource type represented by the ◆ icon. It is used for recruiting Entities, preparing Cosmic Powers, and upgrading.

Abyss

Represented with a Throne icon. Players may never move to, move through, or relocate to an Abyss space for the duration of the game. Thrones can be built in Anbyss spaces.

Action

Actions are described by the text on players Cosmic Power cards.

Adjacent (⬈)

Adjacent Galaxies refer to galaxies that can be moved to without the need to travel through a void. Adjacent spaces are indicated by the ⬈ icon.

Ascension Track

Used as a timer for the end of the game. Players also receive victory points equal to the value they reach on the track. See "Endgame Scoring" for more details.

Bridge

Bridges connect Abyss spaces to sectors of the same colour as the Bridge.

Control

Appears on some Entities. For a player to "Control" a Sector, they must have the most Structures built on Galaxies in that sector.

Cosmic Power

A classification of card used to provide the actions a player may take during their Cosmic Power Phase.

Discovered Galaxy

When a Galaxy is moved to for the first time and its resources are harvested, the Galaxy is flipped over to its "Discovered" side. A Discovered Galaxy can never be flipped back over.

Enhancement (⬆)

A type of Entity card. Once recruited, it provides an ongoing benefit that stays active throughout the game.

Entities

Entities are represented by the cards that you may recruit and play to your player board. A player may have up to 8 Entities.

Galaxy

Galaxies are the circular location tiles that a player may visit using a Move or Relocate action.

Gateway

A type of buildable Structure. See "Build a Structure" for details.

Instant Action (⚡)

A type of Entity card. They provide immediate benefits that are one time use.

Move

An action that allows players to move around the board. (See Cosmic Power Phase).

Overpower (⟫)

An ability on your Celestial Board that is triggered when you upgrade your already fully upgraded Celestial Ability Track (See "Upgrade" section of the rules for details).

Permanent

Some Cosmic Power cards will have the 'Permanent' keyword in the top left corner. These cards can not be trashed (removed from the game) under any circumstances.

Gain a Cosmic Power

An action that allows a player to gain a new Cosmic Power from the board by paying the relevant cost. When a new Cosmic Power is gained, place it in your discard pile.

Recruit

"Recruit" is the action used to buy Entity cards from the card deck board. When recruiting, players should pay the value indicated in the top left hand corner of the Entity card they wish to take.

Relocate

"Relocate" allows players to move their player figure, or Structures, to another location on the board. No harvest action may be performed during a "Relocate" action.

Resource

Resources: 🟩, 🟪, ◆.
Used to Gain Cosmic Powers, Recruit Entities, Upgrade your Celestial Board, and perform movement actions. Players may not exceed the number of resources available on their resource track.

Resource Slots & Resource Slot Tokens

Resource slots are indicated on Galaxies by hexagonal icons with a question mark. You may augment these spaces with either 1x 🟩 or 1x 🟪. To do this, spend one resource from your resource tracker, and place one corresponding resource from the general supply onto the resource slot. Augmenting a resource slot with a resource permanently adds that resource to that galaxy as if it were a printed resource. Once acquired, Resource Slot Tokens can be added to any galaxy where you have built a Structure. Resource Slot Tokens act as an additional resource slot.

Sanctum

A type of buildable Structure. See "Build a Structure" for details.

Sector

Sectors are identified by Galaxies of matching colours.

Seraph

The Seraph card is a unique and powerful card in your starting deck. Although part of your Cosmic Power deck, it is not classed as a Cosmic Power. When you play the Seraph, you must ascend one space on the Ascension Track, and you may immediately gain one Green 🟩 resource. You may harvest the face-up side of the Galaxies you have built Structures on. You may relocate to any Gateway you have built Structures on.

Supply

"Supply" refers to the general supply of resources. The supply should be within easy reach of all players.

Throne

A type of buildable Structure that can only be built in Abyss spaces. See "Build a Structure" for details.

Trash

"Trash" refers to removing a card permanently from the game.

Undiscovered Galaxy

The starting face-up side of a Galaxy. The bottom half of an Undiscovered Galaxy is locked (🔒)and can not be harvested

Upgrade

The 'Upgrade' action allows players to upgrade their Celestial Ability Track and Movement Tracker.
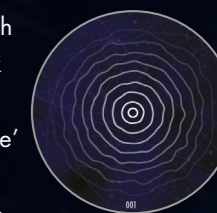
Victory Point (VP)

Victory points are gained by building Structures on Galaxies, recruiting Entities, meeting Endgame Scoring conditions, and by the level they reach on the Power track. Victory Points are usually represented by white circles with a number in them.

Void

Voids are the black spaces that connect Galaxies. Voids can never me moved to, and can only be moved through using a 'Void Movement'.

Wormholes

There are two Wormholes in the game, which should be shuffled into the Galaxy tiles deck and placed randomly on the Main Board at the start of the game. When you use a 'Move' action to travel to a Wormhole, you may immediately teleport to any other Wormhole or Gateway on the board. Then, you may make a single basic movement to any adjacent Galaxy (This movement is free to perform). Wormholes can not be built on.

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ACROSS DARK SPACE

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