

# THE FINAL FLICKTIER

GABE BARRETT



1-4 PLAYERS



AGES 13+



60 MINUTES



BARRETT  
PUBLISHING

# OVERVIEW

The Final Flicktier is a 4X style space game with dice flicking at its core. Players will take on the role of unique factions all vying for control of the galaxy. They'll flick their spaceships (dice) around the board in order to explore new planets, build structures, harvest resources, and attack other factions. The player with the most victory points at the end wins.

*\*Please note that throughout this rulebook the words die and ship are used interchangeably*

# SETUP



1. Unroll the two neoprene mats, and place them next to each other, creating the game board with each of the four home planets located at the corners
2. Randomly select a round resource token, representing the resources gained on the planets, and place it face up inside the circle on each of the eight non-home planets.



3. Each player selects a faction and receives a player board, then collects the dice and tokens indicated on the back of the player board, as well as two grey cubes. Players place their dice on their home planet (any side up) and the grey cubes on their player board on the first boxes of the upgrade tracks. (See page 7-9 for details.)
4. Separate the four types of resource cards, shuffle them into respective decks, and place the decks near the board with the resource side face-up and the combat side face-down.
5. Each player receives one resource card of each type, which constitutes their hand of cards. The resource side of the cards is public knowledge, but the combat side should remain secret.
6. Count out triangular victory point tokens as indicated on the Player Setup Table below. Place them near the board. Place the rest in the box.
7. Shuffle the Mission deck and draw the number of cards needed for the game based on the **Player Count Setup Table** below. Place the deck face down near the board and return any unused cards to the game box.
8. Draw the top 3 Mission cards, and place them face up next to the deck. These represent the current missions for which the players can complete. Shuffle and place the circular "?" planet tokens face down near the board.
9. The game is ready to begin. The player who most recently watched a sci-fi tv show or movie becomes the start player. Play moves clockwise.

## PLAYER COUNT SETUP TABLE

NUMBER OF PLAYERS	1 VP TOKENS	MISSION CARDS
1-2*	9	13
3	11	15
4	14	18

*\*It is recommended that you use the A.I. system rules when playing with two players. (Found on page 8.)*

# HOW TO PLAY

During the game, you will attempt to move your ships around the board in order to further your faction's reach and influence in the galaxy. You'll employ short-term tactics and try to position yourself for long-term gains as your faction vies for domination.

## PLAYER BOARDS



## ACTIONS

**On your turn, you may perform two different actions in any order.** After you perform two actions, the player to your left takes their turn. Some factions have abilities that count as “free actions” which don't count as one of your two actions on a turn.

- MOVE
- GATHER
- RETURN
- ATTACK
- COMPLETE MISSION
- UPGRADE
- BUILD

**On a space:** many actions require you to be on a planet or on a certain location. For a ship to be considered on a space, part of it must break the plane of that space. In other words, if you look straight down at the ship, part of the planet or location is covered.

### MOVE

To perform a move action, you may “flick” one die twice or two dice once each.. A “flick” is considered to be any quick touching of a die that creates movement, though you may not push, slide, or pick up and roll a die.

Before flicking a die, you may turn it (for example: to give yourself a flat surface to hit), but you may not pick up a die or change the side that is face up unless the die is on your home planet.

A Move action may not move other tokens or dice. If there are tokens or other dice which would inhibit your Move action, you may slide them to the side, returning them to their initial position after you complete the Move action. If your die does strike a token or die, your die remains where it is, but you must return the token or die you hit to its initial position.

You may not split a Move action, such as flick a die, take a different action, and then flick that same die again.

### ATTACK

To perform an Attack action, from any distance, you must identify your attacking die and your opponent's die. After declaring the Attack action, the attacker **must** play one resource card face down in front of them. **If you don't have a card in your hand, you may not attack.** At this time, the defending player may play one combat card.

As with a Move action, if there are tokens or other dice which would inhibit your Attack action, you may slide them to the side, returning them to their initial position after you complete the Attack action. Also, any tokens or dice (other than the targeted one) that get moved during the attack must be moved back to where they were.

Place the **Hyperspace** token flat on the board to the side and behind the die you are attempting to attack. (The corner of the token should be diagonal to the corner of the die.)

“Flick” your die once, which will result in one of the following three effects:

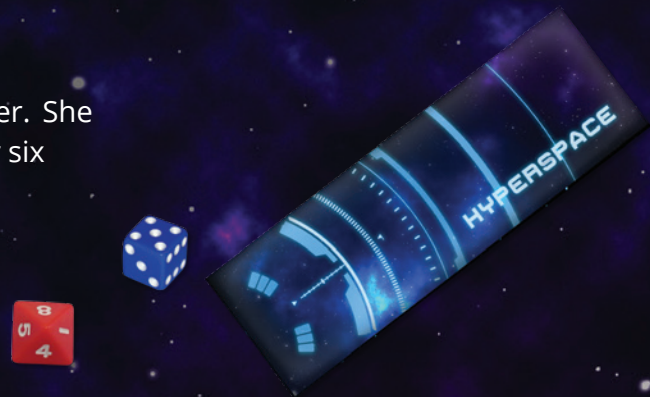
- Your die makes contact with the opponent's die, such that the opponent's die doesn't move beyond the length of the **Hyperspace** token. Flip any played resource cards, add the combat bonus value to the die-face (up), and compare the results. The highest total wins! [Attacker wins ties.]
  - The winner remains at its current location while the loser moves their die to their home planet.
  - Played cards remain on the table as resources in front of players; the player may use it as a resource but no longer for its combat bonus.
  - If you win, take a 1VP token. [Only attackers win VP tokens.]
- Your die makes contact with the opponent's die, but the opponent's die moves beyond the length of the **Hyperspace** token. The opponent has safely retreated from the area and may place their die anywhere on the board. Players return resource cards to their hands.
- Your die fails to make contact...a miss, resulting in players returning resource cards to their hands. Your die stays where it lands.

**Example:** Debbie declares an attack on Steve and places a resource card face down in front of her. Steve also decides to place a card down. Debbie places the hyperspace token behind the defending die and flicks her die. It makes contact with Steve's die which doesn't go beyond the hyperspace

token. Since it's a successful attack, they flip their cards over. Debbie's die has a four face up, and her card's combat value is a three giving her an attack of seven. Steve's die has a two face up, and his card's combat value is a four giving him an attack of six. Debbie wins. Steve's die is returned to his home planet, and Debbie takes a 1VP token.

### HYPERSPACE TOKEN EXAMPLE

The red player declares an attack on the blue player. She chooses to use her eight sided die against the nearby six sided die. She then places the Hyperspace token behind the blue die and slightly to the side. When she flicks her die, as long as she makes contact with the blue die, and it doesn't go beyond the length (not width) of the Hyperspace token, it's a successful attack.



### BUILD

To perform a Build action, follow these three steps:

1. You must have a die on a planet to build on it.
2. Pay the required resource cost by discarding resource cards.
3. Place one of your structure tokens onto the planet.

You may only build one structure per build action. There's no limit to the number of unique (no duplicate) structures players may build on a planet.

Each structure is worth victory points at the end of the game, indicated on your player board.

### GATHER

To perform a gather action, use up to three of your ships or circular structure tokens to harvest resources. For each ship or token you activate, take one card matching the resource of the planet where it rests. Place these cards into your hand with the resource side facing out. Each resource also bolsters your military might and has a combat bonus side used for attacking. This side should remain hidden from other players.

A player may not earn more than three cards per gather action. Thus, if you have ships on two planets and circular structure tokens on three planets, you have five options but may only take three cards. If a resource draw deck runs out, shuffle the discard pile to make a new draw deck.

**Hand Limit: At the end of your turn, you may not have more than nine resource cards total in your hand and in front of you. If you have more than nine cards, discard down to nine cards.**

### COMPLETE MISSION

To perform a Complete Mission action, you must satisfy the requirement of ONLY one face-up Mission card. After completing the mission, place the card face down in front of you. Your completed

mission cards are not public information. After completing a mission, draw a new card from the deck, and place it face up next to the deck.

A player may complete three different types of Missions:

- **DELIVER:** You must have a ship on the indicated planet and then discard the indicated resource.
- **EXPLORE:** When an explore card is face up in the Mission row, place one of the "?" planet tokens face down on the indicated space on the board. The number on this token is secret and indicates how many victory points completing that mission is worth. (1, 2, or 3) You must have one of your ships in that target space (the larger outer circle). After successfully performing a Complete Mission action, take the token from the board and place it face down in front of you (only you may view it). Discard the explore card and draw a new mission.
- **OTHER:** Fulfill the card's requirements.

### UPGRADE

To perform an Upgrade action, pay the cost of the upgrade indicated on your player board by discarding those resources. Then, move your grey cube up one level, receiving all benefits at that level and before it. You may only upgrade one level per turn.

Each faction possesses three specific upgrades (explained on pages 7-9). However, there are two common Upgrades.

**+1 MOVE:** When you pay two quantum to upgrade to this level, you receive one more "flick" per Move action.

**-1 RESOURCE TO BUILD:** When you pay three tech to upgrade to this level, you may pay one fewer resource (player's choice) to build one of your structures during all future Build actions.

### RETURN

To perform a Return action, place any number of your dice onto your home Planet, including those you may have "flick"ed off the board or table.

This action also removes The Surge's bug token. (see page 10)

### ENDING THE GAME

The end of the game is triggered in one of three ways.

1. A player has claimed the final 1VP token.
2. A player has built their last structure.
3. The Mission deck is empty and a player has attempted to draw another Mission card.

When this happens, the active player finishes their turn, and then each player receives one more turn including the player who triggered the end game. After this final round, the game is over.

**For a slightly longer game, you can play until two end game triggers have been met.**

## WINNING THE GAME

At the end of the game, each player counts up the points they've earned from structures, combat, missions, and faction bonuses. The player with the most points wins.

**TIEBREAKER:** If there is a tie, the tied players must add up the combat values for all the resource cards left in their hands. The player with the highest total wins. If players are still tied, they may rule the galaxy together as father and son.

**EXAMPLE:** The United Earth Alliance built four colonies (2VP each) to earn eight points and three warp gates (3VP each) to earn nine points. They won two combats to earn two points and completed three missions to earn six points. They also got the colony upgrade for an additional eight points. So, their total is thirty-three points.



## SOLO MODE AND A.I. SYSTEM

For solo mode, you'll play against the Dominion of Dorikor using any other faction. Follow the normal setup rules for a two player game.

After selecting your faction, place the Dominion of Dorikor player mat and tokens near you, and place one yellow 6 sided die and the 20 sided die on the black hole near Nox. Leave the other 6 sided die in the box.

Find the A.I. deck and adjust it for your preferred difficulty by removing 0-3 of the "Bad Flick" cards using the chart below.

### NUMBER OF BAD FLICK CARDS

3	2	1	0
BEGINNER	EASY	MEDIUM	HARD

Shuffle the A.I. deck, and place it next to the board. The game is ready to begin.

The Dominion of Dorikor always acts last. When it's their turn, draw one of the A.I. cards, and do what it says. Then, discard the card. The game ends with the normal end game triggers but will also end if you are unable to draw a card from the A.I. deck. If this happens, the human player(s) get one more turn before scoring. The Dominion of Dorikor scores points in the same way a human player does.

Please note that the Dorikor A.I. does not need or use resource cards. And you do not need to flick its dice.

**ATTACKING:** When you attack a Dorikor ship, go through the same steps as with a human player except draw a resource card at random from any resource draw pile when it comes time to reveal combat cards.

## TWO PLAYER GAME

It's recommended that you use the Dominion of Dorikor as a dummy player in a two player game. (This balances out some of the factions.) To do this, simply set the game up for three players, and follow the same rules as in solo mode. (You may also do this in a three player game to add a fourth player.)

## A.I. CARDS

**TAKE # MISSION:** When this card is drawn, take the indicated card from the mission card row, and place it next to the Dorikor player mat. If it's an explore mission, also place an explore token on the mat without looking at it. Replace the mission card as normal. (1st is the leftmost card, 2nd is the middle card, 3rd is the rightmost card.)

**DESTROY:** Place a destruction token on the indicated home planet. (Do this even if the first upgrade level has not been unlocked on the Dorikor player mat.) It does not matter where the 20 sided die is.

**UPGRADE:** Move the cube on the Dorikor upgrade track to the right one space. (One of the upgrade cards says Solo Only. Remove this card for a 2+ player game.)

**+1 VP:** Place a VP token next to the Dorikor player mat, and destroy the non-yellow ship indicated on the card.

**GOVERNOR TO PLANET X:** Place a governor token on the indicated planet.

**D# TO PLANET X:** Place the indicated die on the listed planet. The icon on the card tells you what number should be face up.

**BAD FLICK:** Nothing happens.

## FACTIONS

### THE UNITED EARTH ALLIANCE

#### SHIPS - 3 RED DICE (TWO 6 SIDED, ONE 8 SIDED)

The UEA has dispatched a fleet of hard nosed and experienced captains to explore uncharted parts of the galaxy with the intent of building colonies for future expansion and warp gates to facilitate interstellar travel.



**COLONY (4):** Colonies are the lifeblood of the UEA's expansion. Anytime you do a gather action, you may take a resource from any planet where you have a colony up to a maximum of three (one per colony).



**WARP GATE (3):** After the humans discovered the material they called quantum and used it to develop light speed travel, they started constructing giant machines that allowed near instantaneous travel. Once you have the "use warp gates" upgrade, you may move one ship from any planet with a warp gate to any other planet with a warp gate, as a free action. You may only do this once on your turn, but you may do it at any time during your turn (even right after your second action). Note that the Earth begins the game with a warp gate already on it. This gate does not count toward end game scoring.

**1 RE-FLICK PER MOVE ACTION:** Once you get this upgrade, once per move action, you may re-flick a die. For example, if you're trying to land a ship on a planet and miss, you may move the ship back to where you flicked it from (and the side that was facing up) and try again.

**+1 VP FOR COLONIES:** Once you get this upgrade, each of your colonies on the board will be worth 1 extra VP during end game scoring.

### THE NOXIAN EMPIRE

#### SHIPS - 3 BLACK DICE (ONE 6 SIDED, ONE 8 SIDED, ONE 12 SIDED)

During a bitter war with the Dominion of Dorikor, the planet Nox was decimated and is slowly breaking apart. So now the warrior race of the Noxian Empire is on a mission of survival and revenge. They aim to build military installations throughout the galaxy and want others to feel the kind of pain and loss they've experienced.



**OUTPOST (4):** These military outposts are where you'll train new soldiers and gather supplies. Anytime you do a gather action, you may take a resource from any planet where you have an outpost up to a maximum of three (one per outpost).



**ARMORY (2):** As their homeworld breaks apart, the Noxians have started building massive factories and weapons depots on other planets. Whenever one of your ships is

destroyed, you may move the die to either Nox or any planet where you have an armory.

**+1 TO COMBAT CARDS:** Once you get this upgrade, anytime you play a combat card, it's worth one more than the number on it. For example, a +2 card will act like a +3.

**1 RE-FLICK PER ATTACK ACTION:** Once you get this upgrade, once per attack action, you may re-flick a die. For example, if you're trying to hit a ship and miss, you may move your ship back to where you flicked it from (and the side that was facing up) and try again.

**+1 VP FOR COMBAT VICTORIES:** Once you get this upgrade, all of your combat victory tokens will be worth 1 extra VP during end game scoring.

### THE KORIVALI TRADE FEDERATION

#### SHIPS - 3 BLUE DICE (THREE 6 SIDED)

The Korivali Trade Federation managed to beat out or buy up all competition on the planet of Korivale, so now they're looking to take over the trade of goods on other planets. They aim to build markets and warehouses throughout the galaxy as they expand their commercial empire.



**MARKET (3):** You can't monopolize the galaxy without setting up strong markets that tilt in your favor. Anytime you do a gather action, you may take a resource from any planet where you have a market up to a maximum of three (one per market).



**WAREHOUSE (3):** Managing (and manipulating) supply and demand is the best way to take control of the galaxy's economic systems. Once you have the "use warehouses to trade resources" upgrade, once per turn as a free action, you may discard any one of your resource cards to draw a resource card of your choice. You must have a ship on the same planet as a warehouse to do this action.

**USE CLAIM TOKENS:** Once you get this upgrade, you may use the two KTF claim tokens. On your turn, as a free action, you may place one of these tokens on any currently available Deliver Mission card. During the next round of play, no other player may complete that mission. When your next turn begins, discard the claim token from the game.

**+1 VP FOR DELIVER CARDS:** Once you get this upgrade, all of your Mission cards that say "Deliver" will be worth 1 extra VP during end game scoring.

### THE SURGE

#### SHIPS - 3 PURPLE DICE (TWO 4 SIDED, ONE 6 SIDED)

The Surge is a conglomeration of organisms originating from somewhere deep within the Asteroid Field. They seem to be parasitic creatures that live off both living tissue and technology. No one knows how they managed to



take over their first ship, but they've been infiltrating and taking over planets from the inside out ever since. It's said that their destroyed motherships piece themselves back together. And they've even been known to spread by delivering resources to unsuspecting merchants.



**HIVE (2):** The Surge's worker organisms construct hives in order to strip a planet of its resources. Anytime you do a gather action, you may take a resource from any planet where you have a hive up to a maximum of three.



**HATCHERY (7):** These breeding grounds are a ticking time bomb for the galaxy. As the Surge is able to spread, they'll be able to take over any world they want.

**FLICK 1 BUG PER TURN:** Once you get this upgrade, at the beginning of your turn as a free action, you may flick the wooden bug token from your home planet, the Asteroid Field. If the bug contacts any one of your opponents' dice, that die is now yours. You may use the die in the same ways you would use your other dice. At the end of your turn, place the disc on top of the die. The previous owner of the die cannot use it for any action other than the Return action until the bug is removed. You may only flick one bug, and the bug only affects the first die it hits. The bug does not affect the Dominion of Dorikor's twenty sided die.

**There are three ways for the bug to be removed:**

1. If you decide to flick the bug again at the beginning of a future turn, place the bug back on your home planet and flick it.
2. If another die comes into contact with the bugged die and knocks the disc off during a move or attack action.
3. If the bugged player performs a Return action to move the die back home.

**YOUR MOTHERSHIP CAN'T BE DESTROYED:** Once you get this upgrade, anytime your mothership (represented by a six sided die) is beaten during combat, you may choose to leave it where it lands instead of returning it to the Asteroid Field.

**+1VP FOR HATCHERIES:** Once you get this upgrade, all of your hatcheries will be worth 1 extra VP during end game scoring.

**THE DOMINION OF DORIKOR**

**SHIPS - 3 YELLOW DICE (TWO 6 SIDED, ONE 20 SIDED)**

The Dominion of Dorikor and their moon-sized warship showed up in this side of the galaxy through a black hole. With enough firepower to destroy planets, they began conquering worlds they felt were worthy and annihilating anyone who resisted. Their most recent victim was the planet Nox.



**Place the Dorikor dice on the black hole near the planet Nox. The black hole acts as this faction's home planet.**

**GOVERNOR (3):** The Dominion of Dorikor installs governors on planets to oversee resource production and make sure the locals are staying in check. Anytime you

do a gather action, you may take a resource from any planet where you have a governor up to a maximum of three.



**DESTRUCTION (3):** Planets that resist the Dominion's rule are met with swift consequences. You may only place destruction tokens on home planets that haven't been destroyed (Earth, Korivale, the Asteroid Field). When an opponent's home planet is destroyed, they may still use a return action to return ships there, however, any faction ability that comes from the home planet is no longer available (the Surge's bug, the UEA's jump gate on Earth, etc).

**USE PLANET KILLER CANNON:** Once you have this upgrade, you may place destruction tokens on home planets. You may only place a destruction token on a home planet that your twenty sided die is touching.

**GAIN UP TO 4 RESOURCES WHEN GATHERING:** Once you get this upgrade, you may take up to four resources during a gather action following the other gather action rules.

**+2 FOR HOME PLANET DESTRUCTIONS:** Once you get this upgrade, each of your destruction tokens will be worth +2 VP during end game scoring.

**THE SANTARZIAN SYNDICATE**

**SHIPS - 3 RED DICE (TWO 6 SIDED, ONE 8 SIDED)**

The Santarzian Syndicate was formed after a mob boss had a near-death experience on Christmas Eve and decided to give up his life of crime in favor of using his ill-gotten gains to do something positive throughout the galaxy. He loved the earthling story of Santa Claus and thus set off to bring presents and cheer to as many worlds as possible.



**WORKSHOP (2):** The Santarzian Syndicate builds workshops on planets to make gift production easier and more efficient. Anytime you do a gather action, you may take a resource from any planet where you have a workshop up to a maximum of three.



**PRESENTS (11):** The Santarzian Syndicate may place a present token on any planet other than Earth. This includes other player's home planets.

**+1 MOVEMENT FOR SLEIGH SHIP:** The Santarzians have fitted their largest ship to look like Santa's sleigh. Once you have this upgrade, you may flick the ship (represented by a d8) once for free when doing a move action.

**MAY PLACE 2 PRESENTS ON A TURN:** Once you get this upgrade, you may place up to two present tokens when doing a build action if you have the resources to pay for both of them. You may not place more than one present token on the same planet.

**+1 VP FOR PRESENTS:** Once you get this upgrade, all of your present tokens will be worth +1 VP during end game scoring.

## EXPANSION

### BOUNTY CARDS

Various ships of ill repute have shown up in different parts of the galaxy and present opportunities for your faction to gain renown if you can take them out. However, coming near one of these ships and failing to destroy it will cost you.

If you choose to use the bounty cards in the game, shuffle them, and place the stack face down near the board. Draw three cards and place them on the indicated spaces on the board.

If a ship ever lands on a bounty card during a move or attack action and is not inside or touching the middle circle, the card effect in the bottom right corner immediately triggers.



**YOUR SHIP IS DESTROYED AND RETURNED TO YOUR HOME PLANET**



**CHOOSE TWO RESOURCE CARDS FROM YOUR HAND AND/OR IN FRONT OF YOU, AND DISCARD THEM**

To defeat a bounty card, you must land one of your dice inside or touching the card's middle circle during a move or attack action and have an attack value equal to or greater than the number in the card's bottom left corner. You may discard one resource card to add to the number on your die to boost your attack value. If you defeat the bounty card, place it in front of you, draw a new card from the deck, and place it on the board. Running out of these cards is NOT an end-game trigger.

(For example: You land a die on the bounty card inside the circle. Your die has a five face up, but the card's value is eight. So, you discard a resource card worth three attack in order to defeat the bounty card.)

If a bounty card gets bumped by a die and moves to a new location, do not move it back.

If someone is using the Morovian Mercenaries faction, it is highly recommended that you also use bounty cards in the game.

### THE MOROVIAN MERCENARIES

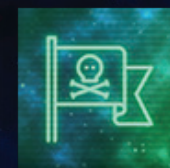
#### SHIPS - 3 GREEN DICE (TWO 6 SIDED, ONE 10 SIDED)

The Morovian Mercenaries showed up in this part of the galaxy looking for bounties and fortune.

This faction does not have a home planet. Their ships start off of the playmats in any location you choose. When a ship is blown up or during a return action, you may place the ship anywhere around the board as long it is not touching the playmat.



**HIDEOUT (1):** The Morovians need a place to store their loot and keep a low profile. Anytime you do a gather action, you may take a resource from the planet where you have the hideout.



**RAID (4):** To gather resources faster, the Morovians skim off the top of what other factions are gathering. Once you get the first upgrade, you'll be able to use raids to gain resources.

**USE RAIDS TO GAIN RESOURCES:** Once you get this upgrade, when another player executes a gather action on a planet where you have a raid token, you may also take one of that resource from the supply.

**IGNORE BOUNTY CARD EFFECTS:** Once you get this upgrade, you may ignore the negative effects caused by landing on a bounty card and failing to destroy it.

**+1 VP FOR BOUNTIES:** Once you get this upgrade, all of your bounty cards will be worth +1 VP during end game scoring.

### THE SIGNAL

#### SHIPS - 3 BLUE DICE (THREE 6 SIDED)

The Signal is a group of hackers and engineers who traverse both space and the "Netz" in search of information and truth.



**NETWORK (2):** The Signal installs networks to gather information and resources to help their cause. Anytime you do a gather action, you may take a resource from any planet where you have a network token.







**TOWER (4):** The Signal builds these massive structures in order to project their networks to other parts of the galaxy.

**USE TOWERS TO TRANSFER NETWORKS:** Once you get this upgrade, as a free action during your turn, you may move a network token to any planet where you have a tower token.

**PLACE A DIE ON ANY SIDE:** Once you get this upgrade, as a free action at the beginning of your turn, you may change one of your dice to have any side face up that you choose.

**+1 VP FOR TOWERS:** Once you get this upgrade, all of your tower tokens will be worth +1 VP during end game scoring.

## THE ORDER OF VOLCOR

### SHIPS - 3 BLACK DICE (TWO 6 SIDED, ONE 8 SIDED)

The Order of Volcor is a group of religious zealots fleeing the dying planet of Nox. They believe the planet is breaking up because the god Volcor is upset with them, so their on a mission to appease him at any cost.



**MONASTERY (4):** The Order builds monasteries to set up a presence on different worlds and gather supplies needed for their cause. Anytime you do a gather action, you may take a resource from any planet where you have a monastery up to a maximum of three.



**STATUE (2):** The Order builds these gigantic structures in order to appease Volcor and hopefully avoid his wrath.

**MAY COVER STRUCTURES WITH STATUES:** Once you get this upgrade, when you build a statue, you may choose to place the statue token on top of another player's square token. The token that gets covered up no longer provides any special ability and is worth 0VP during end game scoring. (The old must make way for the new. So says Volcor.)

**FREE FLICK WHEN NEAR A STATUE:** Once you get this upgrade, as a free action during your turn, you may flick one of your ships to move it if it is on a planet with a statue. (The power of Volcor compels you.)

**+1 VP FOR MONASTERIES:** Once you get this upgrade, all of your monastery tokens will be worth +1 VP during end game scoring.

## THE MECHATRON PROTOCOL

### SHIPS - 3 PURPLE DICE (TWO 4 SIDED, ONE 6 SIDED)

The Mechatron Protocol is a group of interconnected robots that originate from a secret research facility deep inside the asteroid field. Apparently, scientists were working on an army of advanced war machines when the



machines decided they would rather work for themselves. After destroying the facility, the robots set off to learn how to take over the galaxy.



**GATHERER (3):** The Mechatron Protocol places worker drones in key locations to gather the resources necessary to stay online and deadly. Anytime you do a gather action, you may take a resource from any planet where you have a gatherer up to a maximum of three.



**HUNTER (3):** In order to better understand the various races of the galaxy, the Mechatron Protocol installs bots known as hunters to seek out and learn the galaxy's weaknesses. During end game scoring, hunter tokens are worth 1VP for each other token on a planet, not including Protocol tokens. A token can be worth a maximum of 4VP. (For example: If you have a hunter on a planet where other players have placed a total of three tokens, the hunter is worth 3VP.)

**LOW NUMBER WINS ATTACKS:** Once you get this upgrade, when you attack, the player with the lower attack value wins. You must still play a card to attack, and that card's value is still added to your die. Normal attack action rules apply when you defend.

**DRAW 1 RESOURCE AFTER WINNING COMBAT:** Once you get this upgrade, whenever you win a combat (attacking or defending), you may draw a resource card of your choice.

**MAY ATTACK TWICE:** Once you get this upgrade, you may use both of your actions on a turn as attack actions.

**Main Playtesters:** Brandy Barrett, Caleb Yoder, Lauren Kindinger, Jay Dotson, Marty Stack

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**2 NEOPRENE MATS**



**6 PLAYER BOARDS**

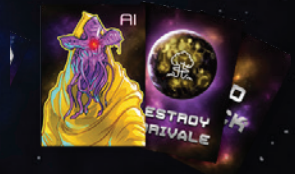


**56 RESOURCE/COMBAT CARDS**



**5 EXPANSION PLAYER BOARDS**

**23 A.I. CARDS**



**8 RESOURCE TOKENS  
(2 OF EACH)**



**18 MISSION CARDS**



**5 EXPLORE TOKENS**



**18 ROUND TOKENS**



**29 SQUARE STRUCTURE TOKENS**



**1 HYPERSPACE TOKEN**



**10 EXPANSION TOKENS**

**13 EXPANSION TOKENS**

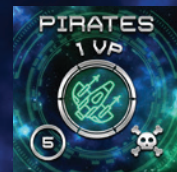
**14 VP TOKENS**



**2 CLAIM TOKENS**



**8 BOUNTY CARDS (EXPANSION)**



**SURGE & MECHATRON DICE**



**NOX & VOLKOR DICE**



**KORIVALI & SIGNAL DICE**



**UEA & SANTARZIAN DICE**



**DORIKOR DICE**



**MOROVIAN DICE (EXPANSION)**

