

Tiny Epic Galaxies: Beyond the Black

By Scott Almes

Story:

Your galaxies have expanded to the extent of known space. You overlap with your rivals and fight tooth and nail for fertile planets. Now it is time to extend the horizons. Now it is time to upgrade your ships to the limits of today's technology and go beyond the deep blackness of space into the truly unknown universe...

Components:

Colonizer Move up any colony track with either a Diplomacy or Economy. 	20 Pilot Cards
	20 Custom Ships (4 Types in 5 Player Colors) <i>NOTE: Some of these pieces won't stand, but the finals should... just prototype pieces at the moment.</i>
Hire with the following sets. Or any 3-of-a-kind Colonizer Harvester Explorer Capital 	5 Ship Hanger Cards
EXPLORATION BOARD (Place ships here) Exploration Symbols: 1st Place: 2vp 2nd Place: 1vp Draw Deck Here	1 Exploration Board
HOSTILE SHIPS Discard two Resources of your choice SPACE ICE Gain one Energy 	27 Exploration Cards

Setup

Setup is done as a normal game of Tiny Epic Galaxies with the following additions:

1. Shuffle the deck of planets and deal the same number of Pilots as planets in a single row. Place the remaining deck within reach.
2. Give each player a Hanger card.
3. Give each player the 4 new ships in their color. These can be placed on the hanger card on top of their shape.
4. Place the Exploration board where everyone can reach it
 - a. Shuffle and place the exploration cards next to the Exploration board.

Part 1: Custom Ships

In the game, you now have the ability to upgrade your normal rockets to more powerful ships by higher a pilot. You must do this on your turn.

To do so, you must discard a certain amount of dice to gain a Pilot. Each Pilot is a specialist in a certain type of ship, which makes them easier to hire if you have that ship type left. Some pilots are specialists in multiple ships, but the more ships they are specialists in the weaker their ability is.

To hire a Pilot, activate a number of dice. If you have a ship that matches their specialty (which is highlighted in gray) then you can discard two like dice that fits that ship. The ships and dice correspond like so:

	Colonizer  or 
	Harvester  or 
	Explorer 
	Capital 

So, to get a Colonizer ship, you can spend two Economy dice or two Economy dice. If you don't have the dice that match their specialty, you may instead activate three like dice. When you do this, you can use any ship type for this pilot.

When you hire a Pilot, you replace one of your existing ships with the new ship type. Then, take the old rocket and place it on the symbol that matches the ship you are using for that Pilot. That will allow you to

reference that Pilot's ability with the ship during the game. That special ship now has the Pilot's special ability.

Note: to hire a Pilot you must have a regular rocket in the game to replace it with. If you haven't advanced your galaxy enough to have the rockets you need to replace another Pilot, than you cannot do so.

The dice that are activated to hire a pilot are still placed in the Activation bay, however their action is not taken *by you*. They may still be followed by other players.

Each Pilot you hire is worth one point at the end of the game. In addition, Pilots also have Federation symbols. These Federation symbols will count with your exploration cards to determine majority scoring.

Each pilot has exploration badges on the bottom of them. At the end of the game, players are given points depending on having majorities in badge types.

You may replace a Pilot that you have already hired. If you do so, place the new Pilot on top of the old one so the badges are still showing and move the ship to the new pilot. You will get the benefit of the badges, but their ability is no longer active for that ship.

Part 2: Exploration

When you activate a move action, you now have the ability to send a ship exploring. To send a ship exploring, you should:

1. Move the ship to the exploration card.
2. Draw an exploration card either:
 - a. From the face up discard into your possession or
 - b. From the top of the deck (If there are no face-up cards, then you must draw)

When you draw from the top of the deck you have the option of placing the card on top of the discard stack, or keeping it for yourself. The discard is next to the exploration deck, and may at most have three face-up cards. Cards in the discard are placed side-by-side so all are visible. You may discard and draw again as many times as you like, provided that:

1. There are not already three discarded cards. If this is the case, you must take the drawn card.
2. Or, if you ever draw a Red card you **MUST** take it. Red cards have negative effects, and green cards have positive ones.

After the effect is resolved, players place their exploration cards face up so their symbols can be seen by all players.

You cannot use a move action to trigger an exploration action with the same ship that is already exploring. It must go someplace else and then come back. (Note the culture symbol on the Exploration Card. This means ships can collect culture there when the correct action is taken.)

Each exploration card has exploration badges on the bottom of them. At the end of the game, players are given points depending on having majorities in badge types.

End Game/Scoring:

The game is still played to 21 points. Likewise, if the exploration deck is empty then this is also the last round.

In game point are gained by:

- Planets
- Galaxy Upgrades
- Upgraded Ships (worth 1 point apiece)
- Points gotten from exploration cards (Dwarf planets, Asteroid Fields, or Black Holes)

After the game ends, these pieces are then scored:

- Exploration Badges
- Secret Mission Bonus

Exploration majorities are paid for each of the four badges. The player with the majority of a certain type of badge is awarded two points. Second place is worth one point. If there is a tie for first place, each player collects one point and second place isn't awarded. If first place is awarded to a single player and there is a tie for second place, then both players get one point.

Note: Dwarf planets do not count as 'Planets' for secret missions.