

# A Game Played by Galaxies

2 players, 10-15 minutes

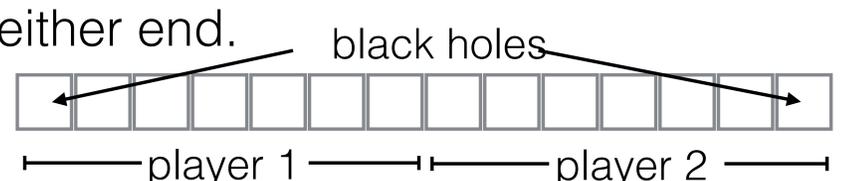
“There is no way to describe the vast and complex feelings of two galaxies as they fall into one another, each ripping the other apart and being ripped apart by the other.”

## Preparation:

- Print and cut out cards.pdf (on card so they are not see-through). You should have:
- 2 sets of: 1 black hole, 1 reference, 2 shift, 2 form, 2 merge and 4 system cards.
- You will need a coin to resolve stalemates and a flat surface.

## Setup:

- Separate into two sets. For each player the 4 system cards become a *hand*, place these aside along with the black hole and reference cards.
- Now players take the 6 ‘action’ cards (2 shift, 2 merge and 2 form). Shuffle these and lay them **face down** in a row, ends meeting.
- This is the *collision path*, place a black hole at either end.
- Setup is complete and should look like this:



## Play:

- Players begin each turn by simultaneously drawing into their hand the next card in the *collision path* and moving their black hole into the new space. **Any systems adjacent to the black hole move with it.** If a system would move onto another system they *merge*. If a black hole would move onto a system it is discarded.
- Players then choose one card to play from their hand and place it face down, revealing simultaneously.
- Resolve the cards in this order: *System* -> *Form* -> *Merge* -> *Shift*. If both players played the same card toss a coin to decide who plays first.
- **System** cards are placed *adjacent* to the player’s black hole. **Form** cards allow the player to place a system from their hand anywhere. **Merge** cards allow a player to move one system in play onto another. These systems both score at the end and can be shifted and merged as if they were one system. **Shift** cards allow the player to move any system in play to an *adjacent* space.
- Once each card is resolved discard any action cards used and draw again from the *collision path* etc. Repeat until there are no face down cards left in the *collision path*.

## End:

- When the two galaxies merge and the black holes meet, **destroy any systems that would move onto another** instead of merging.
- When the final cards are taken from the *collision path* players **resolve one more card** from their hand before scoring their systems. Each system adjacent to their black hole scores one. Make sure to score each individual system in merged systems. Whoever has the higher score wins the game. In the event of a tie, play another game.

## Glossary:

- *Adjacent* means anywhere within a 3x3 grid of tiles around the card. i.e. diagonally.
- *Discard* means place aside, this card is no longer a part of the game.
- *Collision Path* is the row of action cards with black holes at either end.

## Notes:

- Created by James Wood (@jctwood) for Imaginary Reviews. Please remix the rules!