

SPACE DICE

BUILD YOUR GALAXY & DESTROY YOUR ENEMIES!

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Awesome! You've found the rules. All being well you'll also have found 15 dice (7 green, 5 orange, and 3 red. We'll explain the colours and symbols in a moment.), and it will all have come in a nifty tube.

THE DICE

Each die is covered in symbols that can bring peace or destruction to your galaxy. Green dice bring life to your galaxy. Orange bring uncertainty. Red bring chaos.

THE SYMBOLS



PLANET

Scores you points, but only if they are habitable. Planets are affected by Stars and Space Debris.



STAR

Providers of heat and light, Stars make any Planets you roll habitable. Their immense gravity stops rogue Space Debris from crashing into your opponents' Planets.



SPACE DEBRIS

Meteors, asteroids, and junk from old space missions. Space is full of stuff that can cause serious damage if it hits something. Space Debris heading towards one of your Planets will make it uninhabitable.



BLACK HOLES

Holes in the fabric of time and space, these guys suck. A Black Hole's immense gravitational pull stops rogue Space Debris from crashing into your opponents' Planets.



SUPERNOVA

The remnants of a Star that decided to go out with a bang, Supernovas are bad news for all nearby Planets. Found on Red dice, rolling one of these destroys all currently scored Planets from every player. Think of them as galactic reset buttons.

HOW TO PLAY

The first to player is whoever won the last game, or can do the best moonwalk.

- 1 Take 4 dice from the tube, at random.
- 2 Roll them and admire the galaxy you created.
- 3 Search for habitable planets. If you discover any, place them next to you.
- 4 Place any Black Holes next to you.

Wanna keep going? Take dice out of the tube until you have 4 again total. Repeat.

WHEN DOES MY TURN END?

Keep rolling until you decide to stop, or until you roll 3 Black Holes, whichever comes first. If you roll 3 black holes during your turn you score 0! At the end of your turn, return all dice to the tube, make a note of how many habitable planets you scored and hand the tube to your opponent.

ATTACKING OPPONENTS

If you roll space debris with nothing gravitationally strong enough to keep them in orbit (no stars or black holes), you can use them to take out enemy planets.

WHO WINS?

Play until someone reaches 10 habitable planets then finish that round. If at the end of that round that person still has 10, they're declared the winner. If not the game keeps going.

EXAMPLES



You rolled 2 habitable planets! The sun brings heat and life to the planets and the debris is flying away from both planets.

The second habitable planet gets annihilated by the space debris and the player only scores one.



Two pieces of debris are flying out into space and there's no star or black hole pulling them back into orbit. You can now use these to destroy opponents planets that have already been scored! You can either take 2 points off 1 person or 1 point off 2 people.