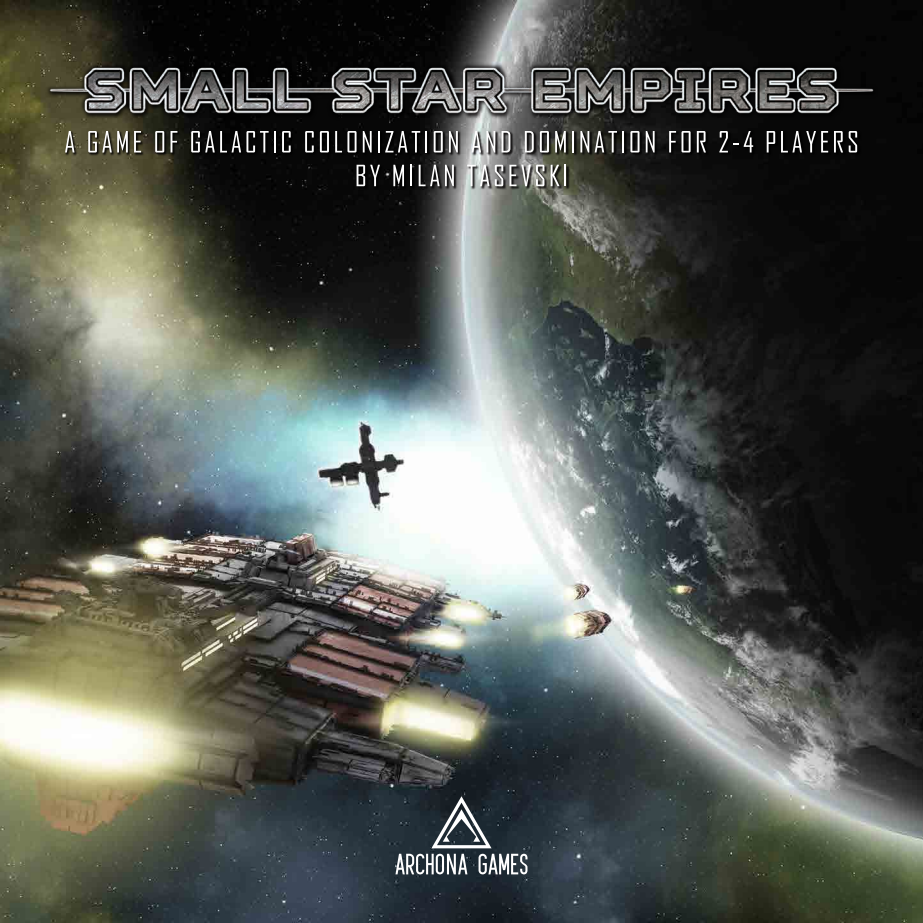


# SMALL STAR EMPIRES

A GAME OF GALACTIC COLONIZATION AND DOMINATION FOR 2-4 PLAYERS

BY MILAN TASEVSKI



ARCHONA GAMES

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FOR 2-4 PLAYERS BY MILAN TASEVSKI



A new dawn for the galaxy is coming. Four of the major species inhabiting the galaxy finally achieved interstellar travel, and are ready to establish their empires and dominance across the galaxy!










Your species is among them. As a leader, you must make sure your rising empire is the dominant at the end! You will accomplish this by colonizing planetary systems and beautiful nebulae with your ships while establishing your domain.

Plan your strategy wisely to become the greatest star empire of the galaxy!

## GAME OBJECTIVE

In Small Star Empires, you will move your ships on a map containing hexagon spaces called systems. After moving one of your ships into a system, you will colonize it by putting a Colony or Trade Station on the system. This will give you control over that system. At the end of game, all players will calculate their points for each of the systems they control, plus other applicable bonus points. The player that has the most points wins the game.

## COMPONENT OVERVIEW

 This Rulebook,  7 Two-sided Main Sector Tiles,  4 Two-sided Homeworld Sector Tiles,  6 Wormhole/Black Hole System Tiles,  15 Unexplored System Tiles, 96 Custom plastic miniatures including  4 Ships,  16 Colonies and  4 Trade Stations per color (red, green, blue, yellow) and  score pad and a pencil.

## TYPES OF SYSTEMS



**HOMELAND SYSTEMS:** These are the starting systems of each of the players in the game. Each player starts to colonize the galaxy from his Homeworld System. **NOTE:** These systems act as a colonized star system. They count towards territory bonus and give points to opponents' Trade Stations built adjacent to them, but they don't give the players 2 points at end of the game.



**STAR SYSTEMS:** These are the Star Systems the players colonize during the game. Each system can have 1-3 planets in it and give 1-3 points at the end of the game, respectively.



**NEBULA SYSTEMS:** The Nebula Systems are the most beautiful corners of the galaxy. The civilizations of the galaxy consider them as wonders of the universe, and the more nebulae you control from one set of color the more points you will get at the end of the game. For instance, if you control one nebula of a single color you will get 2 points, two nebulae of a color gives you 5 points and you will get 8 points for controlling all three nebulae of a single color.



**EMPTY SYSTEMS:** Empty systems can be colonized just like regular systems. They don't give you points at the end, except if there is a Trade Station there and there are opponent's systems adjacent to it. It also counts toward the territory bonus if colonized.



**WORMHOLE SYSTEMS:** The Wormhole Systems can be used by players to travel quickly from one sector of the galaxy to another.



**BLACK HOLE SYSTEMS:** The gravitational pull of the Black Hole Systems presents a great danger to any ship passing through that systems, and that's why no player can move onto or pass through a Black Hole System with his ships.

## PLAYER COMPONENTS



**SHIPS:** Each player will use 2-4 ships during the game to colonize and establish control over the systems in the galaxy.



**COLONIES:** These are used to mark control by a player over a system.



**TRADE STATIONS:** These mark control the same way as the Colonies, except they give bonus points at the end of the game.

## GAME SETUP

### 1. CREATE THE BOARD:

If this is your first time playing, we recommend playing without the Wormholes, Black Holes or any of the variants.

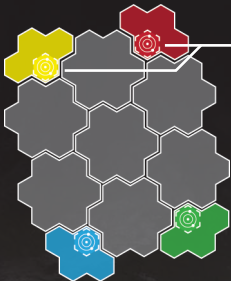


HOMEWORLD SECTORS



MAIN SECTORS

Randomize the tiles and create a form like the one below. Add the Homeworld Sectors on the appropriate spots.



HOMEWORLD  
SYSTEMS

“BASIC MAP”  
4 PLAYER  
SETUP



“BASIC MAP”  
3 PLAYER  
SETUP



“BASIC MAP”  
2 PLAYER  
SETUP

## WORMHOLES AND BLACK HOLES

If you decide to use the Wormholes and Black Holes, for a balanced map, you may want to use this setup:



Place the Wormholes and Black Holes in the empty middle systems of the six Main Sectors around the central one.

**IMPORTANT:** The modular nature of the board allows you to create different map setups!

**BE CREATIVE AND FIND THE SETUP THAT WORKS BEST FOR YOU!**

## GAMEPLAY



You can create 3 separate galaxies where players can travel between them via the Wormholes!

### 2. CHOOSE PLAYER COLOR:

Each player chooses a color and he takes all of the Colonies, Trade Stations and 2-4 Ships depending on number of players:

- » 2 Players: 4 Ships
- » 3 Players: 3 Ships
- » 4 Players: 2 Ships

**3. PLACE SHIPS:** Place your ships on your Homeworld system.

### 4. START PLAYING.

This game is played over series of turns, starting with the player that has last been Star Emperor in one of his previous lives and proceeding in clockwise order. If none of the players was a Star Emperor in one of his previous lives, the youngest player starts.

Basically, each player's turn consists of the following two mandatory steps:

1. MOVE ONE SHIP
2. ESTABLISH CONTROL

## MOVE ONE SHIP

In this step, THE BASIC RULE is that the player chooses one of his ships to move it as many spaces as he wants but only in a straight line. He can move the ship in any of the six directions of the hexagon but he cannot change directions during the move. When a player moves one of his ships, several other rules have to be taken into consideration:

The player's ship **CAN:**  
» MOVE INTO any unoccupied Star System,

Nebula, Empty or other system that is in its line of movement

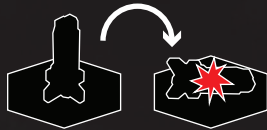
- » PASS THROUGH a system under his control
- » PASS THROUGH a Wormhole System

The player's ship **CANNOT:**

- » MOVE INTO or PASS THROUGH a Black Hole System
- » MOVE INTO a Wormhole System
- » MOVE INTO or PASS THROUGH a system that is already controlled by another player
- » MOVE INTO one of his own systems



**MOVEMENT  
EXAMPLE**



### Damaged Ships:

Sometimes, a ship can get damaged during a game. When a ship gets damaged turn it horizontally on the board.

Damaged ships have 2 movement, meaning they can only move two spaces in any direction instead of unlimited number of spaces.

They also cannot enter Unexplored Systems.

Damaged ships **CAN** enter their Homeworld Systems for repairs. When a damaged ship enters its Homeworld System, repair it (turn it in its original vertical position). From now on, that ship may move regularly.

### Special Wormhole Movement:

As previously mentioned, a player cannot move a ship into a Wormhole System. However, he can move a ship between systems adjacent to wormholes. In order to travel from one wormhole to another, the player's ship must already be

on an adjacent system to a wormhole. When he chooses to move that ship, he can choose a system adjacent to the other wormholes on the board (if there are any present), but not the one he is already adjacent to, as long as he respects the previously mentioned rules for movement (he cannot enter systems under other players' control etc.), but disregarding the rule for moving in straight line. After choosing a system adjacent to another wormhole and jumping, the player proceeds to the Establish Control step (he cannot move his ship anymore this turn).



**WORMHOLE MOVEMENT  
EXAMPLE**

## ESTABLISH CONTROL

After the player has moved one of his ships, **HE MUST PLACE** a Colony or a Trade Station on the system that his ship moved into. This way, the player colonizes the system and gains control over it. No other player may later put his Colony or Trade Station in order to gain control of the system. You cannot choose to exchange an already placed Colony for a Trade Station or vice versa during the game.

After the player has established a control over a system, play proceeds with the next player. A player **MUST** move one of his ships each turn. If he cannot move at least one of the ships he controls, he passes and he does not take any more turns. Play continues in this manner until no ships have any more legal moves.

## GAME END

After determining that no ship can make a legal move or all of the players have put **ALL** of their Colonies and Trade Stations on the map, players start to calculate their points. Each system under a player's control is calculated to make the final player score according to the table:





### Star Systems:

- » 1 Point for each One-Planet System
- » 2 Points for each Two-Planet System
- » 3 Points for each Three-Planet System



### Nebula Systems:

- » X Points for controlling Nebulae:
  - » 2 Point if you have 1 Nebula of one color
  - » 5 Points if you have 2 Nebulae of one color
  - » 8 Points if you have all Nebulae of one color
- [Calculate this for each other color of Nebulae]



### Trade Stations:

- » 1 Point from each of your Trade Stations for each adjacent Colony, Trade Station or Home System belonging to other players.



### Bonus Points:

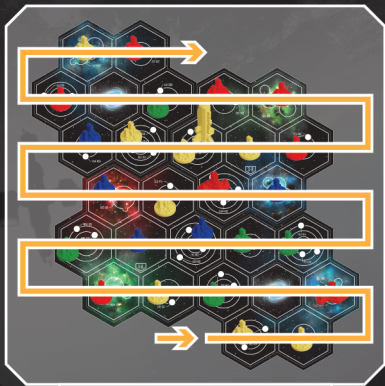
- » 3 Bonus Points to the player with the largest territory (most connected systems in a single territory)
- » X Bonus Points from other tiles and variants

To ensure easier calculation of points, you can write the points in the score pad provided. For

each player, first count the points for the planets, followed by points for the nebulae, then points Trade Stations, plus any bonus points the players may receive at the end.

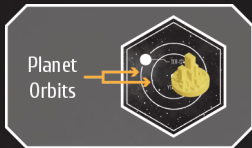
### PLANET-POINT EASIER COUNTING TIP 1:

When you get to counting points for the planets for each player, start from your bottom side of the board and count each space horizontally upwards line by line.



### PLANET-POINT EASIER COUNTING TIP 2:

Sometimes, the miniatures can cover the planet symbols on the spaces of the tiles. For easier counting, count the number of planet orbits on the tiles instead of the planets themselves!



**CONGRATULATIONS! THE  
PLAYER WITH THE HIGHEST  
SCORE IS THE WINNER!**

**Tiebreakers:** In case of a tie, the player that has the most unspent Colonies is the winner of the game. If there is still a tie, the player that has the most unspent Trade Stations is the winner of the game. If there is still a tie, the player controlling more planets is the winner. If there is still a tie, all tied players are winners.

## VARIANTS

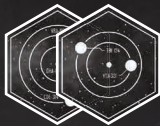
### VARIANT 1 - UNEXPLORED SYSTEMS:



Shuffle the Unexplored System tiles face down and put one tile, without looking at it, face down on each of the empty systems on the board. Put the rest back in the box without looking at them. **NOTE:** You may

only colonize these systems using Colonies only. If you don't have any Colonies left, you **MAY NOT ENTER** these systems.

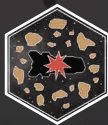
When you enter a system containing an Unexplored System Tile, reveal the tile and resolve its effects/rules:



**3-PLANET AND 2-PLANET SYSTEMS:** Colonize these systems as a regular 3-planet and 2-planet system.



**CHROMATIC NEBULA:** When you enter this system, colonize it. When scoring points for Nebulae at the end of the game, you may choose which color this Nebula is and add it to that set of color. A color set can never have more than 3 Nebulae.



**ASTEROID FIELD:** When you enter this system, your ship gets damaged. From now on, no other ship can enter or pass through this system.



**ABANDONED TRADE STATION:** When you enter this system, colonize it. The Colony used for colonization counts as a Trade Station at the end of the game. The

player who controls the Abandoned Trade Station also gains 1 bonus point at the end of the game.



**REFUELING STATION:** When you enter this system, colonize it. You may then move your ship into an adjacent non-controlled system and colonize it. The player who controls

Refueling Station gains 1 bonus point at the end of the game.

### VARIANT 2 - CAMPAIGN MODE:

If you want to play multiple games you can play the Campaign Mode. In Campaign Mode, you will play more than 3 games/rounds (depending on the number of players) to determine the winner.

Before the start of the first round, the players start with fewer available Colonies and Trade Stations than the normal game, according to the number of players:

- » 2 Players - 14 Colonies and 4 Trade Stations
- » 3 Players - 12 Colonies and 3 Trade Stations
- » 4 Players - 10 Colonies and 2 Trade Stations

Put the remaining Colonies and Trade Stations back in the box.

Designate an area for the "win pile". Each time a player wins, he gets to put one of his Colonies into the "win pile". The Colony marks that the player has won the round and that he has earned one point

towards total victory, but he will start the next round with one less Colony.

A player will win the whole game after earning a number of Points (Colonies in the "win pile") also based on the number of players:

- » 2 Players - 5 Points
- » 3 Players - 4 Points
- » 4 Players - 3 Points

### VARIANT 3 - OPEN BORDERS:

This variant adds one simple rule to the game: If you want to pass through an opponent's system with one of your ships, you may pay him one of your unused Colonies to pass (the player puts the Colony in front of him). The opponent cannot reject this. At the end of the game, players get 2 bonus points for each Colony that they got from other players during the game.

**THANK YOU FOR SUPPORTING AND FOR PLAYING THE GAME!**

Visit [www.archonagames.com](http://www.archonagames.com) for additional information

Game and Graphic Design: Milan Tasevski  
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