# GALACTIC DESTINY

POLITICS · MANIPVLATION · WAR

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Golden Laurel Entertainment

Dedication

Αἰολίην δ᾽ ἐς νῆσον ἀφικόμεθ᾽· ἔνθα δ᾽ ἔναιεν
Αἴολος Ἱπποτάδης, φίλος ἀθανάτοισι θεοῖσιν,
πλωτῇ ἐνὶ νήσῳ· πᾶσαν δέ τέ μιν πέρι τεῖχος
χάλκεον ἄρρηκτον, λισσὴ δ᾽ ἀναδέδρομε πέτρη.

-- Homer, *The Odyssey*

Thanks

From Richard: To Homer the Greek, not the yellow bunny, for showing the world what epic literature is. To Odysseus, a man's man despite his skirt and sandals. Anyone who could ditch Kalypso on a raft deserves any man's respect. To Dr. Richard Unger, mentor of thought and mind, giver of inspiration and demiurge to my current delusions of grandeur. I would not have thought of a game of galactic Infestation and tyrannical dominance without his good example in my life.

From Jonathan: To the University of York for bringing me the three loves of my life: game design, academia, and Natalie. To my mom and dad who have always gone beyond the call to support me in life. To my brothers Lee and Evan: their many beatings when I was young strengthened me for the path ahead. Their intellectual examples has been an inspiration to my life.

From Wayne: To my wife Julie and my three kids, Connor, Madison, and Benjamin (Jammer). For understanding my version of a mid-life crisis: starting a company to make games with three guys in their mid-twenties. To my entire family for their support; my dad and mom, loving sisters and brothers.

From Elegwen: To my mother Joan and sister Haley – your support is unending. To all my friends in Galway, especially at 76 and 67 – there's no one like the Irish gamer! To Ford, for introducing me to the wonderful world of games. To those met on travels and those places travelled to, to the Spirit in the world. Oh yes, and also Jesus….

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INTRODUCTION

THE HISTORY OF THE GALAXY

The Current Year is 5752 AF …After the Founding of the First Republic.

The Galactic Republic has stood for 162 years after its formation in the fires of war; a war that encompassed the galaxy and almost consumed every living thing within it. Now, having overcome its infancy, the Republic faces its greatest threat since its formation…itself.

THE POLITICAL PARTIES

Each player takes on the leadership of one of the six political Parties in his or her Campaign to gain dominion. The Party the player selects to lead will determine what advantages and disadvantages the player will have in dealings with the others. Each Party has its own internal strengths and weakness that, if savvy enough, a player can exploit to his or her advantage. Remember, you are not constrained to any one path or strategy by the Party you play; some Parties are simply more suited to some strategies than others.

GREEN SPIRAL PARTY (GSP)

…dedicated to planetary renewal

…to give power back to the citizenry

…to support the fringes and marginalized territories

…to achieve goals for everyone's good

Once anarchistic, the GSP are idealists and naturalists. The caucus holds one of the oldest Human ideologies, now championed by a Shorem majority. The Party believes the peoples of the Republic ought to choose their own path – not have it dictated. Jur and reformist Ajira also can be found. However, few Tumba and Qera see individuality as a beneficial ideology.

The GSP emphasis on local government is a mixed blessing: it grants the GSP greater support in the outer Sectors. Simultaneously, this gives the 'Spirallers' a reputation for being a political front for the various terrorist and drug organizations that plague the galaxy (which is why there can still be found members from about any race operating in some way within the Party… the drug-trade must flow). Like all naturalist and communal based ideologies, it suffers the weakness of sometimes accepting too many kinds of people.

Their ideological opponent, the Coalition of Stability considers the GSP to be the weakest link in the chain of Republic strength.

BLACK IRON PARTY (BIP)

…only together can we survive

…sacrifices must be made for the greater good

…we all have needs, but these must be set aside

…in the end it is us or them

The BIP is composed of a military cadre of conservatives, centralists, and business people whose agenda is to gain control of the government. The conviction in complete equality makes the BIP appear unsympathetic towards those that don't agree with their aims – *not to em-power, but* take *power.* To the BIP, uniformity is beneficial since any deviations from normalcy due to Corruption and the perversion of the Ke'Ras can be rooted out.

Of all the Parties, the BIP is the first to act on allegations of Corruption. The BIP are the first to fling stones. Even if those stones fly at members of their own Party. The BIP membership believes that only through "*courageous justice and joyous equality*" can the threat of the Ke'Ras be dealt with. BIP's utilitarian belief alienates the outer Sectors – who feel their complaints fall on deaf ears. The sizeable Jur and Qera constituency is part of the reason for a lack of public relations, where they rely on their few Human and Ajira representatives.

Their chief critic, the Pragmatic Party of the Future indicts the BIP for busily running around striking the branches of the evil, while utterly overlooking the roots.

PARTY OF THE PEOPLE (POP)

…what is the point of society?

…to enjoy, to assist our lives and to prosper!

…the government exists to supplement the people

…and 'medically assisted' life is the way: for me and for you!

The PoP is the self-proclaimed champion of civil liberties and rights in the galaxy. The members of this Party see the Ke'Ras' evils borne by deception and Corruption. Therefore, the PoP feels the best defence is to remove the weaknesses that make people susceptible. Poor emotional states, depression, anxiety, fear – all these invite the Ke'Ras. The only solution is to dope the people – if all are drugged on anti-depressants, stimulants, and euphorics, then the

Ke'Ras have no misery by which to tempt us.

Many people feel that the PoP is their champion; many Ajira and Tumba head the caucus, (many Jur and Qera contribute financially); when the PoP are in power, they boost the morale of many – through air 'purification', water 'cleansing' and food 'supplementation'– few mention that the Ke'Ras are no less a threat when the PoP is in power. They are just too content. However, the Party is plagued by in-fighting over its extensive resources through pharmaceutical and agricultural ultracorps. Intra-Party coups, assassinations, and skirmishes are frequent.

Their main detractor, the Transcendent Mind Party is continually dismayed that what they consider such an obviously insidious agenda is so often supported in Sectors often plagued by Infestation.

TRANSCENDENT MIND PARTY (TMP)

….the mind is master of body and heart

…efficiency of will is effectiveness of body

…when one's will is perfect and true

> *…then the force of the universe stands behind you*

If the mind is master and regulator of all in the body, then through perfection of mind and body the entire universe can be influenced. Technology is the bastard that warps us and coddles us. Its drugging anaesthetizes our souls to the offer of universal Enlightenment — even death is overcome in this way. To defeat death and decay we must master ourselves. The Ke'Ras would have the galaxy learn death one-way; the TMP says the galaxy must accept the magic of the mind and learn the *other way* to death, a different kind of death…Enlightenment.

The mentalist views of the TMP are championed by many Humans, Tumba, and Qera, though some Shorem, Jur and rebellious Ajira also find the Party attractive. Overall, the TMP has one of the broadest based constituencies – uniting a certain kind of person across the galaxy. This also means that anti-technological agendas exist across the galaxy. Some of the tougher policies of the TMP even say that only the fittest minds ought to be allowed to reproduce and take government posts. For this reason the Party has never fully ruled.

Its constant rival, the PoP frequently infiltrates the TMP by hooking key members on various drugs, then blackmailing them to switch sides. The PoP express frequent concern that the TMP offers an impractical solution to complex galactic problems.

COALITION OF STABILITY (COS)

…the economy is our key and course

…resources order the disorders of life and society

…with lower taxes and freer trading

> *…your community and body can be brought health and Well-Being*

Cutting taxes, opening trade routes, promoting free trade in all industry: these are just some of the more flaunted tenets of the CoS. Capitalist dreamers or visionaries of the galactic future? In the years the Party was in power, the Republic has seen some of the largest growth in galactic economy. Since then, the business savvy Ajira, Qera and Tumba – leaders of the CoS – have proclaimed what adverts hail as the "A&O Future…." The beginning and end, alpha and omega, the *Augmentation & Omni-implant Well-Being Centres* are a staple corporate chain found on all central planets. Detractors may complain, but the CoS achieves it goals – in friendly tax cuts and social programs, as well as more questionable A&O developments – more than can be said for some other Parties.

The CoS is the master of evasion. They rarely engage in wars, and rather gain economically from other Parties' conflicts when not in power or in areas of lesser influence. Their *A&O Well-Being Centres* (based on Nefal II) fund sub-groups, planets and provide their own ideological versions of medi-care to marginalized colonies and war-torn regions.

Their undisputed enemy, the Green Spiral Party sees their body and ecology augmentation agenda as equal in its evil to the Corruption gained when the Ke'Ras infect your body.

PRAGMATIC PARTY OF THE FUTURE (PPF)

…hear it, hear it 3:12, 3:12, you hear it

…the gates are everywhere, between me and you

…doors lead to halls lead to doors now unseen

> *…straight paths often lead off cliffs, so walk differently!*

This Party has won much of the youth. But the Qera and, curiously, Humans are the real power behind the Party. Detractors claim that the Party's vague promises, quantum mystical theories and outrageous prophecies are the hysterics of space-crazed Human Ancients and rumoured rocks and pebbles buried in the depths of the Qera homeworld. Yet, there is evident organization to the Party, innovative and practical solutions with a Galacticarian insight rare in other Parties. The Party presents a vision of a galaxy ruled by equality, justice, and generosity that many find appealing. The Party believes the government should sustain the people – not harness their wealth to achieve the selfish goal of defeating the Ke'Ras. The Ke'Ras are nothing more than our shadows, and when Enlightenment comes, and all the phantoms have vanished, the true fire of the spirit will govern all in peace and love – all Ancients shall return and life will be everlasting.

Somewhere between quantum science and mystic insights, the PPF have carved out a niche for the faithful, hopeful and naïve.

According to the Black Iron Party, who constantly smears the PPF as quacks, the only thing gained from prophecies and visions is death at the hands of the re-awakened Ke'Ras. And many agree on this point.

THE CONTENTS OF THE BOX

This box contains everything that you need to play *Galactic Destiny* – if you have received a unit that does not contain all the items listed below please either take it back to your local retailer for replacement or contact us at:

customersupport@goldenlaurel.com

The box holds:

- ⊗ 1 3' x 2' playing board.
- ⊗ 10 six-sided dice.
- ⊗ 6 Party Cards.
- ⊗ 1 Action deck with 50 cards.
- ⊗ 1 Senator deck with 50 cards.
- ⊗ 1 Event deck with 50 cards.
- ⊗ 1 Sector deck with 50 cards.
- ⊗ 5 Minister cards and one Rebellion card.
- ⊗ 13 Sector Ability cards.
- ⊗ 7 sets of ownership icons, 13 for each Party and 10 for the Infestation.
- ⊗ 45 Corruption and Shadow tokens.
- ⊗ 25 track counters.
- ⊗ 7 sets of 10 ships, one set in each player colour and one for the Republic.
- ⊗ The rulebook.

SETUP

To play *Galactic Destiny* you will need a table and ample room to set out all the components in nice neat piles.

The Board

1. Set up the board in the centre of the table.
2. Place the election counter on the election place on the election track.
3. Place 5 Republic Fleets on Sector 1.

The Card Decks

1. There are four card decks included in this game and they must all be set up on the table next to the board.
2. Separate out the 6 starting Senators and place them to the side.
3. Shuffle each deck and place it down on the table next to the board.

The Player Set Up

1. Distribute the six Party cards amongst the players. This may be done at random or not. You decide.

2. Read your Party card. Get the starting Senator that is affiliated with your Party from the Senator deck (This Senator is mentioned on the Party card). Place him or her somewhere visible on the table in front of you.
3. Place the ships of the appropriate colour to your Party on the board and a Sector Ownership Icon on the Sector noted on your Party Card.
4. Mark your starting resources as noted on your Card.
5. Each player draws three cards from the Action Deck, and 1 card from the Senator Deck. Place the Senator face down in front of you.

The game is now ready to be played. Enjoy.

ESSENTIALS

Sectors
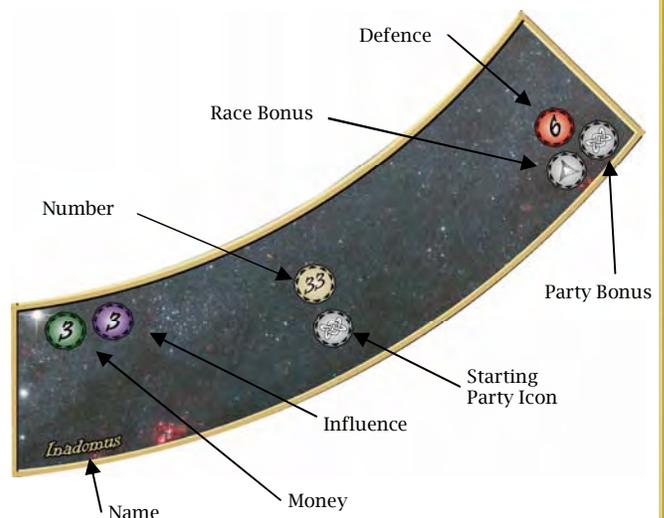
Each numbered and named space on the board is called a 'Sector.' In the top left corner of each Sector is a green Money and a purple Influence icon. These mark how much of each of these Resources the Sector yields per turn when a Party controls it. Some Sectors have a gold icon, indicating that the Sector grants a special ability, written on the Sector Ability cards and on the board. In the bottom right corner are a) Sector defence, b) Party icon, and c) Race icon. These icons are used when attempting to Invade or Campaign for that Sector.

The Republic

The Republic is the sum total of all the Parties. When we speak of the Republic, we are referring to the voting majority for any *Republic* decision.

Party Cards

These cards give a brief summary of the ideology and constituency of the Party and have tables for easy reference. The Party's icon and its colours are visible in the background.

Importantly, these cards have a green and a purple Resource track. Each track marks the Party's Money and Influence respectively.

Party Name and Description   Starting Resources   Party Symbol

Resource Tracks   Quick Reference

Track Counters

Parties keep count of their Money and Influence along the tracks on their Party cards. Place the green and purple counters provided on the tracks to indicate how much of each resource your Party has. Use the single blue counter on the election track on the board.

Party Tokens

Green Spiral Party	Transcendent Mind Party
Black Iron Party	Coalition of Stability
Party of the People	Pragmatic Party of the Future

Each Party has 13 tokens bearing its icon. The tokens are placed in Sectors to mark that they are controlled by that Party. The grey reverse side is used to mark that a Party has declared a Campaign in a Sector.

Races

Jur	Qera
Human	Shorem
Ajira	Tumba
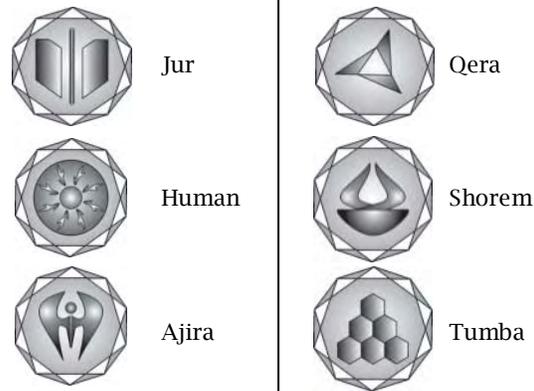
There are six races in Galactic Destiny. Each Senator card has the Senator's race written and shown by a race icon. Race icons also appear on the board, denoting a Sector's race predisposition. See page 10 for more.

Infestation Markers

There are 10 Infestation markers. The red claw grasping the galaxy – the Infestation icon – indicates that the Ke'Ras have taken a Sector over. If all 10 are on the board, the game is over and the players lose.

On the reverse side, they have a grey galaxy: the Republic icon. They are placed with the Republic icon up on Sectors that may come up for Campaigns.

Corruption and Shadow Tokens
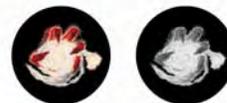
These tokens are placed on Senators when they perform certain illegal or immoral deeds. The grey side is the Corruption token; flip it over to the coloured side for the Shadow token. These tokens have several game effects. See pages 12-13 for more.

Fleets

These pieces represent a Fleet of ships which a Party or the Republic may use in military action. Each Party receives 10 Fleets of its colour which it can purchase. Also, there are 10 Republic Fleets which can also be put into play. There are three different models provided, but these have no effect on gameplay. No Party, or the Republic, may ever have more than 10 Fleets in play.

Event Cards

Three Event cards are drawn at the beginning of each turn. The title and text explain the Event. Below the title

there may be Party, Race, and/or Resource icons, which sum up who is affected by the Event and whether Money

Title

Affect Bar

For this turn only the Coalition of Stability has all costs for cards (Senators and Actions) and Fleets reduced by 4 to a minimum of 0.

Description
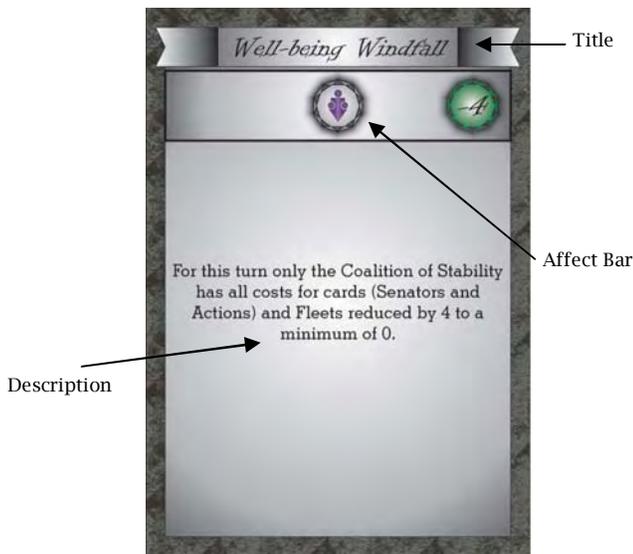
i.e. the 'Well-being Windfall' Event has a Coalition of Stability (COS) Party icon and a green icon, indicating that COS are affected, and their costs are reduced by 4.

or Influence is gained.

Sector Cards

Money

Sector Name

Influence

Defence

Race Icon

Sector Number

Party Icon
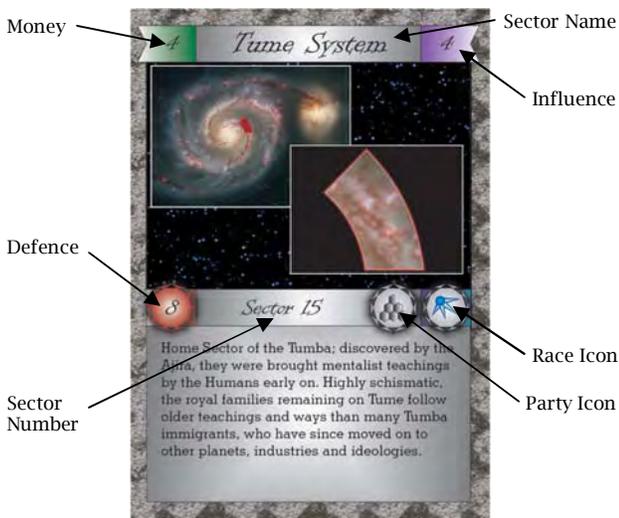
The board shows a galaxy of 60 Sectors; these are divided into different arenas. For game play, it is important only to note that the 12 Inner Core Sectors have no Party or Race predispositions. This is because they are too mixed racially, and politically changeable.

The outer 50 Sectors are represented in the deck of Sector cards. Each card has the Sector's name, number, and a brief description of the Sector. The Race and Party predispositions are also shown. These can make it easier to Invade or Campaign in the Sector.

Each Card Contains:

1. Sector Name
2. Money (green) Icon, listing the amount of Money the Sector generates per turn.
3. Influence (purple) Icon, listing the amount of Influence the Sector generates per turn.
4. An Image of the Sector and its placement on the board.
5. A Party Icon
6. A Race Icon
7. The Sector Number
8. The Sector Description
9. The Sector Defence, noting how difficult it is to take the Sector.

Action Cards

Title

Initiative

Cost

Phase

Takes An Action

Description
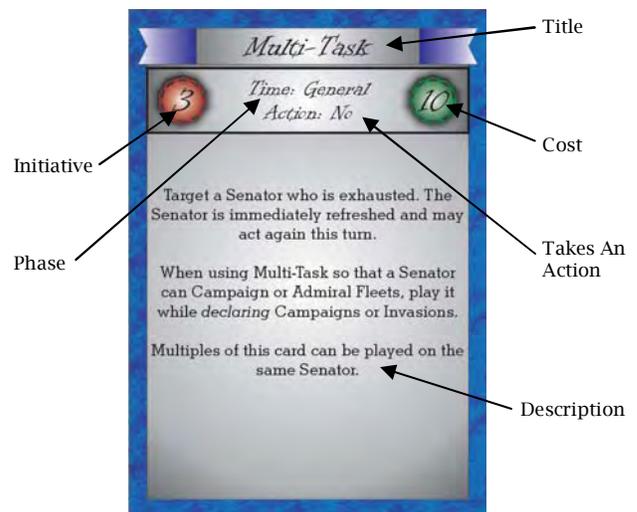
These cards form your hand; a maximum of 7 cards at any time. (See Action Cards on page 12.)

Each card contains:

1. A Title
2. The Phase in which the card must be played
   - ⊗ Senate Phase (purple banner)
   - ⊗ Intrigue Phase (red banner)
   - ⊗ General (green banner) - can be played any time
1. Whether playing the card requires an action from one of your Senators (see below).
2. An Initiative (red) icon has a number 0-5. This indicates the order of resolution.
3. A Money (green) icon shows how much the card costs to use.

Senator Cards

Command — Name — Diplomacy

Photo

Race

Natural Party

Cost

Special Ability(ies)
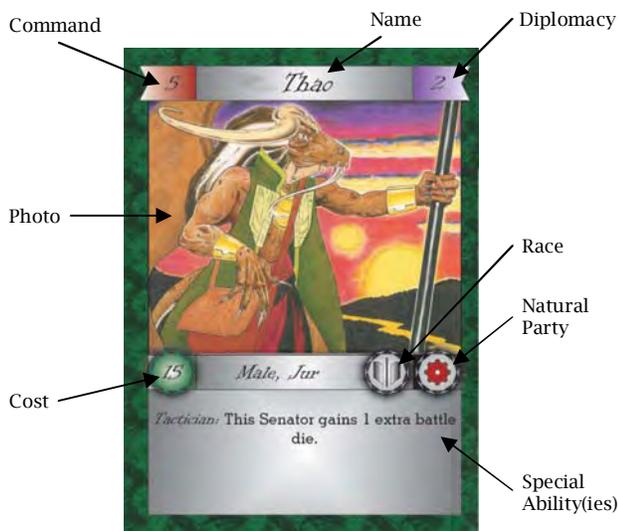
Senators are the public faces who represent their Party in the Galactic Republic. Each Party can control several Senators, having them perform duties, occupy Ministries, and utilize their charisma to gain power in the Senate.

Each Senator has two important attributes in the top corners:

Command = Red
Diplomacy = Purple

Command is used when the Senator is sent as Admiral to a Fleet.

Diplomacy adds to the Party's votes in the Senate and helps the Senator Campaign to gain Sectors.

The green icon shows the cost to bring the Senator into play. The Party icon shows which Party the Senator is predisposed towards. Any special abilities that the Senator has will be described on the card. Keep Senators you have not brought into play face down on the table. They are not a part of your hand.

Finally, an important aspect of Galactic Destiny is that sometimes a Senator must perform an action. When this happens, 'exhaust' your Senator by turning the card onto its side; Senators normally only exhaust once per turn.

Minister and Sector Ability Cards

These cards describe special powers that a Party gains by occupying a Ministry or the Sectors with gold icons. Upon gaining a Sector or Ministry, take the corresponding card and place it on the table in front of you for reference.

THE TVRN SEQVENCE

Each game turn consists of three sections, and each section has steps that must be completed. Other than these mandatory steps, the players can do whatever they wish during any section -- play any card, make deals and negotiations with each other, trade resources, ships, or Sectors ... anything they want that is not expressly defined by the rules. Remember that all players must agree before the turn sequence advances to the next Phase. The turn has three main Phases:

Galactic Phase
Senate Phase
Intrigue Phase

GALACTIC PHASE

1. Advance the Election Counter one space up the track.
2. Refresh all Senators in play.
3. Draw 3 event cards – these events are resolved immediately. If a card refers to a Party that isn't in play, discard it and draw another.
4. Draw 3 Sector cards - these are the Sectors that are available for general Campaigns in the Intrigue Phase. Mark these with the Republic icon markers.
5. Each player now draws 2 Action and 2 Senator cards.
6. Roll 2 dice for the Ke'Ras – on a result of 10+ the Infestation gains the three drawn Sectors. Turn the Republic icon markers over to the Infestation markers. Parties cannot Campaign in these Sectors unless the Infestation is defeated through Invasion.
7. Every 3 Corruption (1 Shadow token = 3 Corruption) on the board adds +1 to the roll for the Ke'Ras.
8. All players acquire their revenue from the Sectors they control, plus 5 additional Money. This includes the first turn of the game.
9. Once all players agree, the game advances to the Senate Phase.

SENATE PHASE

1. If the Election counter is on the Election icon on the track, then an election is held. After the election is resolved, return the counter to the 1 position on the track. See also page 9.
2. The current Prime Minister opens the Senate. Certain issues must be resolved first, and then the floor opens up for any proposition that the Parties can imagine – with certain limitations. All propositions must adhere to the Bill of Sentient Rights.

⊗ No sentient shall be obligated to adhere to or support any political Party or ideology.
The Senate cannot create resources or assign Sectors.

⊗ No sentient shall be deprived of their freedom or property unless indicted with due process in a court of law.
The Senate cannot remove resources or Sectors from a Party.

⊗ All sentient beings are equal before the Republic.
The Senate cannot single out a Party with its propositions, but must make general laws that apply to all Parties.

⊗ Being the key property of sentient life, freedom of choice is inviolate; civil society demands that individual freedom be restricted, but nature forbids that it be extinguished.
The Senate cannot change the rules of the game, nor can it eliminate a Party's ability to Campaign or play action cards.

The following rules keep propositions smooth and quick:

When a proposition is tabled, anyone can offer a counter-proposition. Once all propositions on the issue have been tabled, the Prime Minister calls the vote, in an order of his/her choosing. Any Party can at any time bid Influence to increase the vote of their choice. The vote is either yes/no if there is only one proposition, or between the various propositions before the Senate. Any Party may abstain from the vote.

Once a proposition has been tabled in a turn it cannot be brought up again. No proposition that deals with the same issue can be raised until the next Senate Phase – for example, once prosecutions have been voted on, no further suggestions for prosecutions can be made.

Each time a Party breaks the law of the Senate (votes that have been passed), they place 2 Corruption tokens on one of their Senators.

If discussion seems to be taking too long, any player can call 'Question' on a proposition, which calls a vote of the players (your Senate votes don't affect this) to see if the vote for the proposition should be held immediately.

3. The Order of Propositions:
The first proposition that must be resolved is the *distribution and orders to the Republic Fleets.* The Fleets cannot be ordered to take Sectors from Parties in good standing. Nor can they be ordered to attack and give a Sector to any Party. If the Fleets have no orders, they defend Sector 1. (note: the Minister of Defence's special ability overrides these restrictions.)

The second proposition that must be resolved is *the Senate's recommendations for prosecutions.* The Party that proposes a prosecution must pay the Influence cost if the vote is sustained. This proposition does not limit in any way the Minister of Justice's ability to prosecute anyone they see fit,

later in the Senate Phase – however, remember that a Senator can only be prosecuted once per turn.

General propositions now occur. These are limited only by the above rules and the players' creativity. Here is a suggested list:

⊗ **Taxes**: The Senate can levy taxes against players, but it must be for a purpose (ie. Building the Republic Fleets), and the money must be levied against all Parties in good standing and cannot be stockpiled – it is used or lost.

⊗ **Non-aggression pacts**: The players agree to some form of non-aggression (i.e. 'No one may Campaign in Sectors that another player controls') for a set period of time.

⊗ **Trade Treaties**: Two or more players agree to a standard trade between them for a set period of time. This could be a trading block that gives its members a standard trade rate for resources (say 2:1) or a specific trade deal like 'Every turn I will give you a Fleet and you give me 10 money'.

4. After all propositions are complete, the Prime Minister hands the Senate over to the Minister of Justice. Prosecutions which have been voted on earlier are now rolled, and additional prosecutions are now held at the Minister of Justice's discretion. These can be for any misdeeds in any turn – even ones that never happened.

5. Once all prosecutions have finished, the Prime Minister closes the Senate. The game advances to the Intrigue Phase.

INTRIGUE PHASE

The Intrigue Phase moves forward in a series of steps. At each step all players may choose to take the actions listed. If a player does not, however, they forfeit their right to perform those types of actions for the rest of the turn.

1. Intrigue Action cards can now be played until the end of the turn. Cards are resolved in initiative order (listed on the card). More details later on this.

2. Each player has an initiative, based on which Minister positions they occupy (they declare in the order below and always take the best initiative they can) according to the following:

   ⊗ Republic Fleet and Infestations

   ⊗ Parties that hold no position (unseated)

   ⊗ Minister of Defence

   ⊗ Minister of Justice

   ⊗ Minister of Finance

   ⊗ Minister of the Interior

   ⊗ Prime Minister

   ⊗ Party in Rebellion

As with most disputes, any argument over initiatives may *always* be resolved with a roll-off. (Each player rolls a dice, the higher wins. *And yes,* re-roll ties…!)

THE ORDER OF PLAY

1. Fleet movements are declared in initiative order. Fleets can only move once a turn and must declare if they are *invading* or *defending* when they are moved. The Republic Fleets always has lowest initiative

2. Resolve all *Invasions* in initiative order.

3. Look at the 3 Sector cards that were drawn for general Campaigns. *Note*: If the Ke'Ras dice rolled 10+ the Ke'Ras gain these Sectors. Players must first defeat the Ke'Ras through military Invasion before they can gain the Sector in any way.

4. Now any Campaigns are declared in initiative order. A Party can Campaign in any Sector adjacent to ones it controls (diagonals don't count) and in the three general Sectors drawn (as long as they are not Infested).

5. Resolve all Campaigns in initiative order.

6. Once all Campaigns are resolved, each Party can purchase Fleets and Senators.

7. If a Party controls 10 Sectors at the end of this Phase, they win. If the Infestation controls 10, then the game ends and all players lose.

GAME CONCEPTS

RESOVRCES

There are two types of Resources: *Influence* and *Money*. Every Sector, once controlled by a Party, gives that Party an amount of each Resource each turn. This is indicated on the board: the Green number = Money, the Purple = Influence.

During each Galactic Phase, after the Galactic Events for the turn and the roll for the Ke'Ras have been resolved, all Parties add the number of each Resource indicated in the Sectors they control to their Party totals (listed on the card).

INFLUENCE

Influence represents the amount of support that a Party is able to gather, in the form of popularity with the people, the ability to sway planetary or system governments, and other unspecified favours from powerful people in a Sector. The more populous and central a Sector, the more Influence it yields.

Some Action or Event cards may allow or require a Party to spend Influence. However, the chief use of Influence is to gain new Sectors via Campaigns; also, to vote on propositions in the Senate.

MONEY

Money represents the amount of revenue a Party gathers based on donations, taxation, or other less legitimate means. On the scale of Galactic Destiny, the Parties count money in the *trillions* of credits; enough money to make or break several solar systems is casually dealt back and forth in galactic politics. The more commercial, populous, or corrupt Sectors yield more money to the Party that controls them. Money is used to purchase Fleets, Senators, and play Action cards.

DEFENCE

Gaining control of Sectors is a monumental task. A staggering amount of political and popular pressure is required to get several to dozens of planets — all within one Sector — to support a single Party. Parties can gain total ascendancy in a Sector by Campaign or by military Invasion. In all cases, a Sector adds its defence rating to one die against a Campaign or an Invasion.

SECTOR ABILITIES

Some Sectors have special abilities, indicated by the gold icon on the board. These abilities can only be used by the Party that controls the Sector. All Sector abilities are described on the board and the Sector Ability cards. When a Party acquires a Sector that has a Special Ability they take the appropriate card and place it before them.

VOTING

In the Senate Phase, all propositions come down to votes. A Party's number of votes is equal to the total Diplomacy ratings of all its Senators. These apply even when the Senator is exhausted. A Party cannot split its votes. Parties receive all their votes on each proposition.

When a vote is called, each Party votes in the order the Prime Minister indicates. At this time, any Party may spend Influence to gain extra votes on a one-for-one basis. Competing Parties may spend Influence back and forth until they declare that they are finished. The Prime Minister counts the total number of votes and announces the winning proposition.

ELECTIONS

Elections are held every 4 turns, or when declared by the Prime Minister. When an election occurs, all Ministers
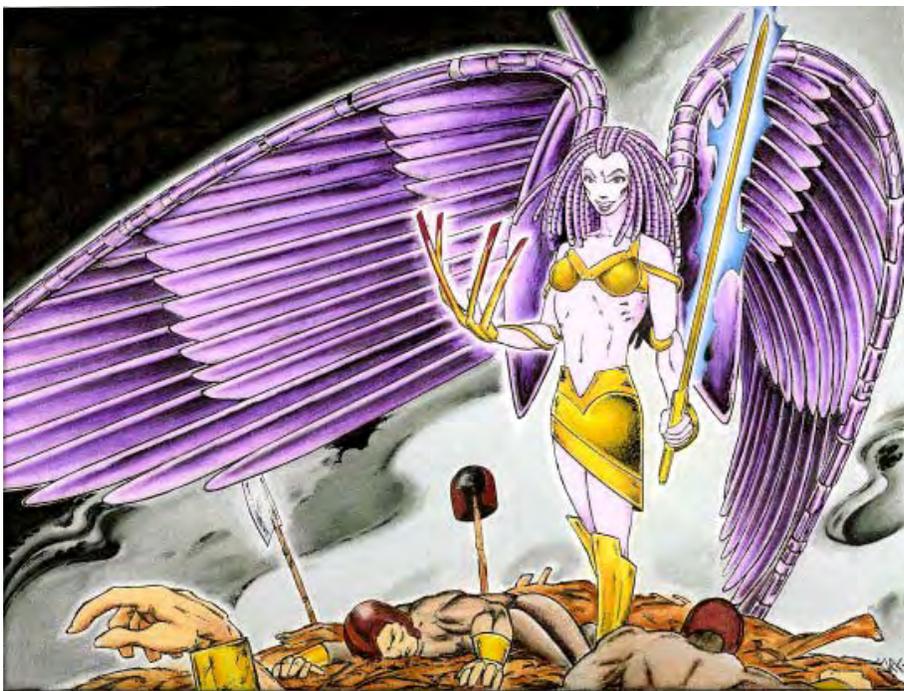
vacate their positions. Each Party may stand one Senator forward for a Ministry. Each position is voted on, one at a time. The Prime Minister must be voted in first, and he or she then decides the order in which all the other positions are elected. All Ministries must be voted on every election, though not al positions need be filled. Ministers do not gain their powers until after the entire election is finished.

RACE AND PARTY PREDISPOSITIONS

In all Sectors, there is a certain Party that is more likely to gain the people's favour. Likewise, the majority of the population in any given Sector is of one of the races. This fact of demographics gives an advantage to the Party that can capitalize on it. When a Party Campaigns in a Sector, they gain a +1 if they are of the same Party as the Party icon in the Sector. The Campaigning Party can also gain +1 if the Senator who Campaigns is of the same race as the race icon in the Sector.

Note that the inner 12 Sectors do not have race or Party predispositions. These Sectors are so metropolitan that no one race is much more populous than any other. The inner Sectors are also so politically diverse – and fickle – that none of the Parties have any real advantage in swaying them.

DEALS

The heart of *Galactic Destiny* is the interaction between the players. We encourage Parties to make as many deals as they think will help them win. Parties can trade anything they wish: Sectors, Money, Influence, Fleets, Senators, cards, *anything*. They can set up any sort of alliance or pact, for any length of time. Interaction between players has only these few limits:

⊗   Any deal made in front of all the other Parties is binding. If a Party breaks such a deal, they gain 2 Corruption tokens on one of their Senators.

⊗   When a deal is being negotiated, other play must stop. The other Parties may discuss or offer other deals of their own, of course.

⊗   In the case of a dispute, the Party that proposed the deal is the arbiter. So make deals carefully!

⊗   Deals with a Party in rebellion are not binding.

⊗   Instantaneous trades cannot ever be cheated.

REBELLION

One tempting option for a Party that finds itself the odd man out is Rebellion. A Party can declare Rebellion any time, or on its initiative in the Intrigue Phase. Becoming the Rebellion is a simple process: the rebellious Party rolls one die for each Sector it controls, losing the Sector on a roll of 1-5. Before rolling, the Rebellion selects one of its Sectors prior to the roll — this Sector is not at risk of being lost. Parties in rebellion gain a number of advantages:

⊗   All rebel Senators gain the *Assassin* special ability.

⊗   Rebel Senators also gain the *Sabotage* special ability, which allows them to Sabotage a ship, exactly as if they had played the card, costing an action and 6 Money.

⊗   The Rebellion is not able to be targeted by Senate Action cards and prosecutions.

⊗   No deals the Rebellion makes are binding.

⊗   Sector defences are halved against rebel Invasions and Campaigns.

⊗   The Rebellion may Campaign in any Sector.

⊗   The Rebellion is not bound by *any* of the Senate's laws. It receives no Corruption for Invading Sectors.

TAKING SECTORS

Invasions: The Illegal Way

Parties can direct their own Fleets to enter a Sector and force the population's support. Imposing military rule on a Sector by murdering government officials and slaughtering lots and lots of people is a morally reprehensible crime and an act of war against the Republic. *It is illegal and cannot be made more illegal.* Each Sector has a defence rating (listed in the red icon); this is its base number added to the dice against the invading Fleets.

You may appoint one Senator as Admiral if at least one Fleet is present. The Admiral who leads an invading Fleet gains 2 Corruption tokens and faces the *possibility* of prosecution for the illegal act. If the Fleet has no Admiral, then choose one of your Senators who gave the order; this Senator gains the two Corruption tokens.

Please note that since military occupations are illegal acts, players are not confined in where they can be conducted. In other words, military occupations can be conducted in any Sector on the board, not *only* the adjacent ones.

Resolve Invasions by following these steps:

1. *Declaration*: When moving a Fleet, the Party must declare whether the Fleet is invading or defending, and whether a Senator will act as Admiral – if so, exhaust that Senator immediately. If a Party keeps its Fleets in its own Sectors, they automatically defend. When a Party declares an Invasion, it immediately gains 2 Corruption on one of its Senators; if there is an admiral of the Fleet, that Senator must gain the Corruption.

2. *Resolution*: Each Fleet adds one die to battle strength. Admirals add their Command rating to their side's battle strength. All Sectors add their Sector defence *plus* one die to their battle strength, in addition to any defending Fleets' dice. Last, both Attacker *and* Defender gains +1 to their roles for every adjacent Sector they control. To calculate your side's battle strength, use the following formula:

Attacker: one die per Fleet + Admiral's Command + 1 for Party or Race predispositions, and +1 for each adjacent Sector controlled.

Defender: one die per Fleet + 1 additional die + Admiral's Command + Sector Defence + 1 for each adjacent Sector.

The final sum is your side's battle strength. Remember to re-roll each 6 once and add the new roll to the total. The side with the highest total battle strength is the winner.

3. *Casualties:* For every 5 or 6 that your opponent rolled on his battle dice, one of your Fleets is destroyed. Both sides take casualties in this way. An Admiral is killed if the opposing side inflicts *more* casualties than there are Fleets to remove. Note that when re-rolling a 6, the new roll can also inflict a casualty; thus, one die can roll 2 casualties.

Campaigns: The Legal Way

The legal way for a Party to gain the total support of a Sector is by politically Campaigning. The Party puts its political weight behind a massive bid to gain the allegiance of the local governors and the confidence of the people.

Take the defence rating of the Sector, as indicated on the board. This number plus the roll on the die equals the defence that must be beaten by the Campaigning Senator.

You must send a Senator to the Campaign. This requires the Senator's Action.

Add your Senator's Diplomacy rating to your die roll, plus any Influence you choose to expend.

If your total is higher than the Sector Defence (plus its die roll), you win. The Sector always wins ties.

Note: Sector Defence ratings always apply, even when a Sector is controlled by a Party. If a Party tries to take a Sector controlled by another Party, the defending Party may spend Influence (against Campaigning opponents) or send Fleets (against Invading opponents).

Also, multiple Parties may Campaign for the same Sector at the same time. In this instance, resolve these Campaigns on the lowest initiative. The Party with the highest total gains the Sector as long as they beat the Sector defence, and possibly the defending player.

INFESTATIONS

Sometimes, the Ke'Ras gain a foothold in a Sector, growing slowly until they have sufficiently infested the population that they assemble in force and begin to subject a Sector to their dominion. After this point, the demonic Infestation spreads like wildfire through the population as the Ke'Ras openly imprison and torture victims to feed the flames of evil, converting them into demonic servants. Resisters are slaughtered and consumed by the billions.

At the beginning of the turn, after Events, roll two Ke'Ras dice. If the total is 10 or higher, place a Ke'Ras token in all three Sectors drawn this turn. The Ke'Ras own these Sectors.

Add +1 to the dice roll for every 3 Corruption tokens on the board (Shadow tokens counts as 3 Corruption.) The more Corrupt game the players play, the greater chance of Infestation.

If the Event 'Infestation' is drawn, skip the Ke'Ras roll that round.

When trying to defeat the Ke'Ras through Invasion (the only way to defeat them), the Ke'Ras *do* gain Sector defences. However, they roll one battle die for every Shadow token in play in addition to their base of 1 die.

i.e. The Ke'Ras control a sector with a Defence of 6 and there are 3 Shadow Tokens in play. The Ke'Ras would roll 4 battle dice and add 6 to the result.

If at the end of any turn the Ke'Ras own 10 or more Sectors, the game is over; the players lose.

ACTION CARDS

Action cards are specific effects that can have a great impact on game play. To play an Action card, a player simply announces that they intend to do so, and then places it face-up for all to see. Other players may have cards that interfere with the one played; they may play their Action cards before the first is resolved. All cards are all resolved in order. Each card has several elements that the player must be aware of.

⊗ *Time Sequence*: Each card has an entry that tells the player when the card can be played. These entries are always General, Senate, or Intrigue. Senate and Intrigue cards may only be played during those Phases, and General cards can be played during either Phase. No cards can be played during the Galactic Phase.

⊗ *Action Tag*: This will indicate whether the card requires an action. If so, you must exhaust a Senator in order to play it.

⊗ *Cost*: Inside the green icon is the amount you must spend to play the card. Costs are final; even if the Action card is interrupted, the money is still lost.

⊗ *Description*: This section lists all the effects of the card and is resolved immediately, in order.

⊗ *Card Initiative*: The red icon contains a number that shows in which order cards are resolved, 0 being first and 5 being last. When a player plays an Action, others may play their own Action cards and resolve them first if the initiative number is better.

EVENT CARDS

These cards are drawn during the Galactic Phase and describe events that occur in the galaxy. These can be to the great benefit or detriment of any – or all – the Parties. Draw and resolve three Events, in order. If an Event refers to a Party which is not in play, then discard it and draw a replacement Event.

SENATOR CARDS

Senators are the backbone of the political Parties and are the player's way of performing actions in the game. Each Senator can perform one action per turn. Exhaust the card by turning it on its side. This represents that the Senator has used their action this turn. Refresh the Senator by turning the card upright at the beginning of each turn. Senators will use actions for Action cards, to admiral Fleets, and to Campaign in Sectors. Senator cards have several important icons and attributes:

⊗ *Command*: The red icon contains the Senator's Command rating. When the Senator admirals a Fleet – this takes an action – this rating is added to the Fleet's battle strength.

⊗ *Diplomacy*: The purple icon contains the Senator's Diplomacy rating. A Party's votes in the Senate are equal to the sum of the Diplomacy of all its Senators – minus one for each Corruption. A Senator's votes in the Senate are not reduced in any way by that Senator being exhausted. Also, when a Senator uses an action to Campaign in a Sector,

their Diplomacy will be the basis of the Party's roll to win that Sector. Because it is so useful, Diplomacy is a very important attribute.

⊗ *Cost*: The green icon contains the amount of money that a Party must pay to bring the Senator into play.

⊗ *Party*: The Party icon shows which Party the Senator prefers to join. That Party can bring the Senator into play for 2 fewer Money.

SECTOR CARDS

Sector Cards are used to locate Infestations and to determine which Sectors are open for Campaigning each turn. Sectors are identified with their number and name, and described in brief. All of the Sector's information icons on the board are reproduced on the Sector Card. When the Sector deck is all used, reshuffle it.

FLEETS

The models provided in the box of *Galactic Destiny* do not represent single vessels but entire Fleets of ships and battalions of soldiers. Each model is referred to as a 'Fleet.' The model represents enough ships and troops to occupy a Sector filled with star systems. Please note that the number of models provided in the box (10) is the hard limit on the size of a Party's forces.

The Republic has Fleets which are used for its defence. These Fleets act only according to the Republic's orders, decided by a vote in the Senate. If no vote manages to pass, they defend Sector 1. These Fleets are cheaper to buy than Parties' Fleets, and any Party may voluntarily buy Fleets for the Republic at the end of a turn.

Galactic technology has advanced far beyond the initial stages of faster-than-light travel. Now there are countless ways to move an object across the vast distances of interstellar space in short periods of time.. Parties can therefore move their Fleets to any Sector on the board during the movement Phase. The only limitation is that any individual Fleet can only move once per turn.

CORRUPTION

Corruption Tokens

Not every Senator operates fully or even partially within the law. Some Parties adopt strategies for dominating the galaxy which are entirely illegal. To demonstrate that, Corruption tokens are given to Senators who violate the laws of the Republic. The following rules apply to Corruption:

⊗ A Senator can gain as many Corruption tokens as they desire but once they gain 5 or more, they acquire Shadow tokens.

⊗ Every Corruption token makes a Senator more likely to be convicted if prosecuted. Add +1 to the prosecution roll for every Corruption token on the accused.

⊗ Each Corruption token on a Senator reduces their Diplomacy, and thus their ability to politically Campaign in Sectors and their votes in the Senate,

by one. A Senator can be reduced to negative Diplomacy. If a Senator in a Party has a negative Diplomacy rating it reduces the total votes that the Party can command. The Party must vote with all of its Senators and if its vote total is negative it counts as having zero votes.

Shadow Tokens

Corruption tokens are an indication of misdeeds and criminal activities that Senators have done during the course of play. Shadow tokens, on the other hand, are an indication of how those deeds have tainted the soul of the one responsible. They mark the growing darkness of the Ke'Ras as they whisper and twist the Senator's soul and mind to their evil will. The Ke'Ras, however, offer incentive to those who listen to them and aid those that walk further down the path of evil. The following rules govern Shadow Tokens.

1. Shadow tokens always count as 3 Corruption tokens.

2. Corruption tokens can be traded in for Shadow tokens at any time at a rate of 3 Corruption tokens for 1 Shadow token. Senators that have 5 or more Corruption tokens on them must trade in until they have less than five Corruption tokens, and they must trade in as many Corruption tokens as possible.

> i.e. Senator Tola currently has 3 Corruption tokens and during the Intrigue Phase gains 2 more. Tola must instantly trade in 3 tokens for 1 Shadow token.

3. For each Shadow token that a Senator has, they roll and add an extra die to all rolls that they perform.

There are several drawbacks to having Shadow tokens on a Senator. Each Shadow token in play increases the result on the dice rolled for the Ke'Ras – making it more likely for an Infestation to occur. Also, every Shadow token in play increases the Ke'Ras' battle strength by one die.

ASSASSINATIONS

The Assassination Action Card can be played at any time during the game. It targets any Senator. Use the rules as printed on the card. When Senators are assassinated while performing an Action, that Action is aborted. Any Action cards that Senator played are still discarded, but Resources are not spent.

When a Senator with Shadow tokens performs an assassination, he or she rolls the extra dice, looking for a success on any one of them. Do not add the dice together.

WINNING AND LOSING

Losing the Game

Galactic Destiny has a condition that results in the game ending and all players losing – no exceptions. This occurs when the Infestation has control of 10 Sectors at the end of a turn.

Winning the Game

On the other side of the coin is victory representing one Party gaining enough control of the galaxy to ensure its continued dominance. There are two ways to win *Galactic Destiny*.

1. Winning the Senate: If after any election a Party controls all 5 Ministries, that Party can declare victory.

2. Winning the People: If at the end of a turn any Party controls at least 10 Sectors, they can declare victory. If two or more Parties have 10 Sectors, it is the Party with the most Sectors that wins. If there is a tie the game advances another turn until there is a clear winner.

RACES

THE HVMANS

…eldest of the races

…fought alongside the Ancients

…battled the Ke'Ras in the First War

…bequeathed secrets of magic and technology

…now guiding, influencing, manipulating the other races…

   …all for an ends…undisclosed…

Because of their age and subtlety, a human negotiator is one of the most feared diplomats in the galaxy. The most socially fractured and independent of the races, the Humans seem unlikely to have any power in the Republic, but they have gained dominance in diverse arenas through their tenacity, skill and millennia-honed insights. If humans appear as arrogant and evolved beyond the other galactic races, they are. Like many galactic beings, Humans believe they are in control of their destiny…but if anyone actually is, the Humans may well be.

"Eldest and the wisest. Dreamers that have dreamt for two thousand years. Children of Eden. We are those who have been and will be."

   — Kaelin the Immaculate, *Reflections on Time*

THE JVR

…the serpentine warriors of the winds

…second of the races in the galaxy

…champions among the races of the First War

…worshippers and wanderers, devout and pious

…burning with a secret fire…

   …a fire that is not always controlled…

Honoured and feared, these horned, clawed and winged dragon folk follow a dogmatic, unbending religion – a spiritual code called the Path of Winds. An ancient teaching begun before the Jur entered space, the Winds teach of solitude in a life-long sojourn for Enlightenment. From planet to planet a Jur will wander, in search of his or her true will. A Jur's greatest curse, however, is his or her own self. The Path of Winds teaches that Jur are not meant to live beyond dishonour, once they have known it. So, they must challenge and combat all who dishonour them. This is frequent, since what a Jur considers an infringement on his honour can be as slight as an inappropriate look. On the darker side, a Jur will go to any length to prevent word of their shame from leaking out…even if it means someone's death.

Jur planets are run by secular lords who rule their minions and vassals with iron-scaled fists. Their henchmen and indentured servants are held faithful until death. Jur rulers and warlords battle frequently over discrepancies in the honour/shame relationships that govern their cultures. Whether a Jur fights in traditional ceremonial combat with their staves made of black iron – the trademark of a wandering Jur – in space, or on the battlefield with guns, artillery, or even magic, to fight a Jur is to risk much. Few warriors in the galaxy are as ferocious, tenacious and fierce.

"I am the depths of the marsh, I am the strength of the trees, I am the light of the sun, I am the speed of the winds – know me as I wander through space and time; for I see what no one sees. I am bornless, I am eternal."

THE AJIRA

...beauties of cloud and star
...sailors on the desert winds
...massacred by the Ke'Ras in the First War
...saved by the System, its many technologies
...these are now the angels of a darkling beauty...
> *...and they will fight for their Leisure...for Pleasure...*

The Ajira were damaged terribly by the Infestation. Recovered, enabled and augmented by machinery and technologies of every kind, these aptly called "techno-angels" are vicious and battle-ready, willing to augment their bodies with machinery to achieve any ends. Of course, with their ancient past of leisurely bliss gone, their goals are to create and protect a pleasure-seeking society where the individual can find true, enlightened bliss – in whatever mode is desired, without judgment. While some Ajira rebel against the technocratic dominion their race has proclaimed, becoming the "naturals", the majority embrace the culture of body augmentation and amplification, aesthetic and practical, emblematic of the Ajira.

"'Leisure for Pleasure', the System says. My pretty, once you glided on winds over mountaintops, through verdant glades and lush valleys. Your body sleek and sensuous on the wind, caressed by the sun: But come now sweet heart, one shot of this and you'll feel it all again, and more. You won't even have to leave your bed."

> — Caliana, Moderator of Pleasuredom L7-29 - Planet Nefal IV

THE QERA

...from the bedrock of time they grew
...slow, aged by the ageless caress of years
...sprung to life and mind
...with an urgency and brilliance unsuspected
...Heralds, Gargoyles and Old Ones...
> *...their time has come, and that time may be short...*

First of the new races discovered after the First War. When the Humans, Jur and Ajira were conquering the reaches of the galaxy, on the planet Shamii, a silicon based intelligent life form was found. A species of rock and crystal, they thrive on worlds other races cannot withstand. Their hardy bodies shaped to be monstrous or beautiful, political or practical – whatever form is needed for their life-tasks: battle, diplomacy, science, or otherwise. Despite their sedimentary form, the Qera are anything but slow and sluggish. The Qera appreciate beauty and art but have no time for frivolous and trivial things. They prize efficiency and speed, but also originality, quality and craft. This dual focus has made them the best negotiators, merchants, and admirals in the galaxy. They are usually met in three forms: Heralds – diplomats, salesmen, and seducers; Gargoyles – warriors, grunts, and footmen; and Old Ones – unseen leaders, masterminds, generals and lieutenants.

"When life shows you all that must be done, what time is there for concerns, the galaxy must be met ... now."

> — Tzevi, Old One of Planet Shemii IV

THE TVMBA

...beneath the earth in the caverns

...a blackened race with oily eyes and hair

...nightmares to the rest of the galaxy

...but refined, dignified, entrenched in families

...divided by castes of nobles and drones...

> *...beneath the surface of all families lies turmoil...*

Dependant on the hot, humid caverns beneath their home planet Tume, if the Tumba did not seem nice by comparison to the demonic Ke'Ras, they might be the terrors of the galaxy. In fact their often misunderstood beauty, decorum and dignity is augmented by their skills in crafts and mineral mining. Some of the greatest gem and metal art objects and accessories in the galaxy are made by the four armed Tumba drones, slaves to their two armed nobles.

There is also the fact that the Tasathi, noble family priest-diplomats (and assassins, as well) are the most dreaded and subtle murderers in the galaxy. To engage a Tasathi one on one is like confronting a human in a debate...hopeless and futile, albeit exhilarating before you die. Combined with an interfamilial eugenic agenda, breeding to be the best, and 'to-the-death' family loyalty, the carnivorous, sharp-toothed Tumba both fascinate and frighten most in the galaxy.

"Your life is given by your family, and in your death you return that gift."

> — Tumba Proverb

THE SHOREM

...through Vision and Dream

...from the dance in the forests of Ashari

...the Mashem shaman sees through

...and the Vision of Destiny, the Dream of Enlightenment

...appear through smoke and drum...

> *...but not all visions show the face of truth...*

This minotaur race, last onto the galactic scene, despite all their taboos against the taking of life, have gained the worst of reputations as bringers of doom. It was a tribe of Shorem who journeyed to the Outer Reaches and performed the ritual that unlocked the Ke'Ras and began the Second War. Masters of ciphers and codes, mazes and puzzles, the naturalistic Shorem, who prefer to avoid technology as much as they can, were drawn to the myths and ancient sigils that masked the history of the Ke'Ras. Following the Visions of a leader, they thought they would find Enlightenment.

Now, due to that failure, many of the Shorem tribes have diminished their spiritual focuses and begun to hope for acceptance and regard in the galaxy by living more in harmony with the technological universe. This has also fractured the Shorem heritage, causing feuds and skirmish. However, regardless of whether a Shorem beads his dreadlocked hair and carries a handmade battle-axe, or has cybernetic implants and touts a laser rifle and aether blade, they maintain conviction that to kill is only to invite vengeance once the soul has transmigrated – reincarnated to another form.

"Despite our past, despite our wrong, despite our sadness at our lost brothers and sisters, we Shorem apologize but believe we have value and truth...we still hold a Vision and a Dream of Enlightenment to come...still have much to offer this Republic and its peoples."

> — Mashem Halekh Mah, Address at the 124th Synod of the Republic on Simas II

XVI

GALACTIC DESTINY

Galactic Destiny... a new board game about politics, war and the cosmic powers of light and dark. The struggle of enlightenment versus demonic infestation is played out in this dynamic, socially interactive and strategic cosmic game.

Explore the six political parties as you face-off against the other rulers of ideology, warring in the stars, while the threat of the demonic Ke'ras awaits in the dark places between the heavenly lights.

This new game is playable, with engaging momentum and easy-to-learn guidelines. Galactic Destiny's plots and intrigues emphasize social player interaction, and provide a quick learning time.

Galactic Destiny...
        ...is a politically based game
        ...of a cosmos of billions of planets
        ...a galaxy of six different races
        ...divided against themselves
        ...united by politics
        ...struggling for power
        ...against the threat of demonic evil...
        ...what party will prevail?

...where do you stand?