It was written in the Holy Matrix of Creation: 
Thou shalt share what has been given to thee…

Peaceful creatures, the Trian race became the most enlightened civilization in the known galaxy, gathering respect and admiration from all other races. They were ancient pilgrims, spreading knowledge and technology in every corner of the galaxy. At the height of their power, this ancient race embarked on an exodus, carrying on their everlasting mission and sending forth a mighty armada into the stars. Leaving behind their cities full of technology, they began their pilgrimage.

**Quuylto** – A race of aquatic beings that worship science and experimentation. These small, curious creatures live under the surface of an ice-bound planet and love gadgets and all technological innovations. As the Trian leave the galaxy, the Quuylto see their chance to study the ancient technologies and artifacts of this marvellous civilization. Using their cunning and technological inventions, they will deceive their rivals in the battle for the Trian galaxy. For this purpose, they use camouflage and holographic images of their spaceships. 

Technology is a melody of triumphs…

**K’Haarquar** – A race living on a planet overgrown with a preternaturally huge jungle, which shelters billions of creatures. These winged, agile creatures create their cities in the crowns of trees found in the vast jungles of their home planet. Their civilization is based on a unique ability to create biological constructs. They are able to create anything using living matter, including weapons and spaceships. In combat they take advantage of their numbers and the regenerative abilities of their biological ships.

Anything that lives can kill you….

**Xemh** – A race known for its brutality and intransigence, which strikes terror in other civilizations. These insectoid beings attack and plunder planets bustling with life. In conquering, they exploit the environs and leave behind desert wastes, which remind them of their sandy homeland. They consider any negotiations as a weakness, which their rapacious character doesn’t allow. Their warships are heavily armed machines, sowing fear throughout the Galaxy.

Attack is the only solution…

**Borf-Naree** – A race that believes that everything can be bought and sold, and collecting valuable resources is the most important objective. These crafty and charismatic traders know how and where to make a fortune. In business, they use various tricks and ploys to achieve their far-reaching goals. Their spaceships are heavily armored freighters, constructed in a modular way with the capability to add further hangars and holds. At their disposal, they have unique shields that absorb energy charges resulting from enemy attacks or cosmic anomalies. This race doesn’t attack other civilizations, but simply buys them out system by system.

Everyone has their price….

The time for exploration and conquest has come in the Galaxy of Trian. Take command of one of the races and win…
Game Overview

*Galaxy of Trian* is a dynamic tile-based game for 2-4 players, where players assume the role of commanders of different alien races. They clash in an interstellar battle, vying for control of the powerful technology left behind by the ancient Trian race.

The game consists of 72 beautifully illustrated, triangular, double-sided tiles, used to represent an area of outer space filled with nebulae, planetary systems, and gas clouds. Because there are no two identical tiles, each game creates a completely unique image of outer space as tiles are placed on the table.

The Deluxe version of *Galaxy of Trian* includes the expansion *The Beginning of Conquest*, which introduces additional tiles and starships as a new mechanic, providing players with new strategies. The rules for *The Beginning of Conquest* can be found on page 9.

The Goal of the Game

The player with the most victory points (VP for short) at the end of the game wins. Players receive VP during the course of the game (for controlling closed nebulae and planetary systems, and for closing areas of outer space) and at the end of the game (for controlling planetary systems and nebulae, as well as for mineral markers obtained during play).

Contents of the Box

**Galaxy of Trian - base game:**
- 72 triangular, double-sided tiles
- 4 race cards
- 36 emissary tokens [9 of each color]
- 36 research station tokens [9 of each color]
- 16 space station tokens [4 of each color]
- 12 score markers [3 of each color]
- 100 assorted mineral markers *
- 4 help cards [1 for each race]
- 1 tile rack
- 1 rulebook [including the base game and the Beginning of Conquest expansion]

**The Beginning of Conquest expansion:**
- 12 triangular, double-sided tiles (marked with \( \star \) for differentiation from the base game)
- 12 Corvette class ship tokens [3 of each color]
- 8 Rogue class ship tokens [2 of each color]
- 4 additional modules for the race cards [1 of each color]

* The different colors of the mineral markers do not have a specific purpose in the base game.
** These components are only used when playing *The Beginning of Conquest* expansion.

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A) Race image.
B) Race symbol.
C) Victory Points (VP) track.
D) Player’s resources:
- Emissaries.
- Research stations.
- Space stations.
E) Place for obtained minerals.
F) Module for the expansion "The Beginning of Conquest".
G) Player’s fleet:
- Corvette.
- Rogue.
Galaxy of Trian Tiles

The triangular tiles used in Galaxy of Trian are double-sided. During the game, players can use either side when placing their tiles on the table.

BASE GAME

The following rules are for the base game of Galaxy of Trian. The rules for the expansion, The Beginning of Conquest, are described in the second part of this rulebook on page 9.

SETUP

Each player chooses one race and takes the corresponding race card. If players cannot reach an agreement on who is playing which race, the races are assigned randomly.

Starting resources are set by the player count according to the table below. Each player receives the following resource tokens in the color of their race and places them on their race card.

<table>
<thead>
<tr>
<th>Number of players</th>
<th>Emissaries</th>
<th>Research stations</th>
<th>Space stations</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>9</td>
<td>9</td>
<td>4</td>
</tr>
<tr>
<td>3</td>
<td>8</td>
<td>8</td>
<td>3</td>
</tr>
<tr>
<td>4</td>
<td>7</td>
<td>7</td>
<td>2</td>
</tr>
</tbody>
</table>

Note that the race card also indicates visually, how many tokens are needed.

In addition, each player receives 3 score markers in the appropriate color for their race and places them on the fields marked “0” on each of the three point tracks of their race cards.

All Galaxy of Trian tiles are shuffled and stacked into two equal piles which are placed into the tile rack. Make sure that exmitter, trade outpost, and teleport tiles are face-down.

Mineral markers should be placed within easy reach of all players.

The Course of the Game

A game of Galaxy of Trian consists of turns, played in a clockwise manner, starting with the youngest player.

A player’s turn consists of the following steps:

1. **Obtain minerals**
2. **Draw and place a tile**
3. **Execute one of the available actions:**
   a. Place an emissary token
   b. Activate a research station
   c. Upgrade one research station into a space station
   d. Use a trade outpost
   e. Teleport
   f. Research
4. **Check for closed areas and award VP**

After a player has completed Step 4, his/her turn ends and play shifts to the next player. The game ends and final scoring commences after the end of the turn in which the last tile has been placed.

Detailed Description of a Player’s Turn

1. **Obtain minerals**

When a nebula on the board is completed, a number of mineral markers are placed in that nebula (see page 7) and the controlling player (see page 7) mines these minerals during this step.

At the beginning of a turn, the active player obtains minerals from each controlled nebula that still contains mineral markers and at least one of their research stations, space stations, or a Trian extractor. At the end of the game each accumulated mineral marker is worth 3 VP.

For each nebula controlled by the active player and containing at least one Trian extractor and/or research station, the player receives 1 mineral marker. For each nebula controlled by the active player and containing a space station, the player receives 2 mineral markers.

Players can only obtain a maximum of 2 mineral markers per turn per nebula.

Players take mineral markers directly from their controlled nebulae, depleting them over time. If there are no more mineral markers in a given nebula, players cannot obtain minerals from that nebula.

After the closing of a nebula, the mineral markers appear.

2. **Draw and place a tile**

Players choose one tile from the top of either stack. Once they have taken the tile they check the hidden (facedown) side and choose which side to play according to the following rules:

- A newly placed tile must make full contact with at least one of its edges touching the edge of a previously placed tile.
- Graphics on the edges of tiles must fit together in a logical fashion, i.e. they need to contain the same element: outer space, nebula, or the starlight path.
- You can’t look at the back of an already placed tiles lying on the table.

Players are not required to show the facedown side of the tile to other players.
Place emissary tokens on nebula: when placing an emissary in a nebula, its token should be placed in the corner of the tile. If the nebula covers all of the tile's surface, the emissary token should be placed in the middle of the tile.

Place Emissary Tokens on Planetary Systems: when placing an emissary on the fragment of a planetary system, the token should be put on the controlled planet.

Resource Tokens
The term 'resource tokens' refers to all emissary, research, and space station tokens in the game.

The number of available tokens in the game is limited. When players run out of resource tokens (i.e., they don't have any more resource tokens of a given kind left on their race card) they cannot place new tokens of that type on the table until additional tokens of that type are returned to their resource area (e.g., by closing an area and returning tokens to the race card).

Only one resource token can be placed on any given tile and you can only place your emissary token on the current tile you have placed.

Emissary
Emissaries are the basic resource tokens, used to take control of nebulae and planetary systems. Emissaries can also be used to gain an extra action when placed on a trade outpost (see 'Trade Outpost' on page 6) or to activate the research station (see 'Research Station' below). When conducting the final scoring, each emissary remaining in a planetary system brings additional VP (see Scoring page 8). You can only place your emissary token on the current tile you have placed.

Research Station
Research station tokens upgrade one of your emissary tokens currently on the table (played on a previous turn) and are placed in a stack over your existing emissary token.

- 1st Technology Level (final scoring multiplication x10)
- A research station activated in a nebula becomes 1st Extraction Level (final scoring multiplication x4).

Each research station possesses a built-in extractor, which increases the number of minerals in the nebula by 1.

A research station can later be upgraded into a space station (see below).

Space Station
Space station tokens upgrade one of your research station tokens currently on the table (activated on a previous turn) and are placed on top of your existing research station token.

- A space station activated in a planetary system becomes 2nd Technological Level (final scoring multiplication x10).
- A space station activated in a nebula becomes 2nd Extraction Level (final scoring multiplication x2).

Each space station possesses 2 built-in extractors which create 2 additional mineral markers in the nebula at the moment of upgrade.

A space station increases the number of minerals players obtain from their controlled closed nebulas at the beginning of their turn by 1 (2 minerals instead of 1).

a. Place an emissary token
Players can only place one emissary token on their turn from their race card onto the tile that was laid this turn. Emissary tokens can only be placed on the fragments of nebulae, planets, and trade outposts. During placement, it doesn't matter if there are other emissaries taking part in a fight for control in a given area.

b. Activate one research station
When players activate their research station, they pick one research station token from their race card and place it on any of their own emissary tokens lying within a closed controlled area (thus making a stack).

When the research station is activated on a nebula, players place one mineral marker taken from the pool of unused minerals and place it on that nebula.

Emisitary tokens cannot be placed:
- On any nebula fragment containing a Trian extractor.
- On a tile containing an exmitter or any tile adjacent to (connected by one of its edges) an exmitter.
- On the outer space area of the tile.
- On a tile with teleport symbol.
In the area of a controlled nebula, the player can activate any number of research stations.

In the area of a controlled planetary system, the player can activate only one research station.

c. Upgrade one research station into a space station

If players choose to upgrade a research station, they pick one space station token from their race card and place it on top of any research station token on any closed controlled area (adding to the stack). Players should then place two mineral markers on the nebula containing the space station, taken from the pool of unused minerals.

A player can have any number of space stations on their controlled nebula.

A player can have only one space station (or one research station) in the area of a controlled planetary system.

d. Use a trade outpost

When players play a tile containing a trade outpost, they may also place an emissary token on the tile. They then gain the opportunity to execute two additional actions if they wish:
- Activate a research station, or
- Upgrade a research station into a space station.

The player may choose to perform both of the actions or perform one of the actions twice. Alternatively, the player can choose to perform only one of the actions or skip taking an action entirely.

e. Teleport

Players performing the teleport action place their teleport tile face up on the table. They may then take one emissary (either the active player's or a rival's) from a tile adjacent to the teleport and move it to another empty tile. The new tile must not contain any emissary, research, or space station tokens.

Players cannot teleport research or space stations.

Rules concerning teleportation:
- An emissary can be moved to any free fragment of a closed nebula or planetary system, which is not controlled by any player. In such case, the owner of a moving emissary takes control over the area. The owner doesn't receive any VP. He/she can only obtain points during the final scoring.
- An emissary can be moved to any free fragment of an open nebula or an open planetary system.
- An emissary can be moved to a tile containing a trade outpost. If the player decides to place his/her emissary on the outpost that player can use its ability. If the emissary belongs to another player, that player cannot use the ability of the outpost.

f. Research

Players performing the research action immediately receive 2 VP, which are scored on the points track located on their race card.
When, as a result of placing a tile, more than one area becomes closed, the points are calculated separately for each closed area.

Nebula: the player controlling the area of a closed nebula receives 1 VP for each tile forming the area.
Planetary system: the player controlling a closed planetary system receives 2 VP for each tile forming the area.
Outer space: the player receives 3 VP for each tile contributing to a closed area of outer space.

The colors of the markers represent different kinds of minerals, but they have no other function at this time. They will gain meaning in future expansions.

From now on, the player who controls the nebula can activate research stations by using the emisaries left in the already closed nebula (see page 5).

In a given nebula, one player can have any number of research stations.

Planetary Systems
A planetary system becomes closed when no other planets can be added, i.e. all starlight paths located in the system are closed.

VP for the closed planetary system belong to the player who controls it (see "Controlling" below). In the case of a tie, VP are awarded to each tied player. When there are no emisaries in a given system the player who closed it receives the points. When the player who controls the planetary system closes it, he/she must decide how many emisaries are to be left in it. To maintain control in the planetary system the player must leave at least one emisary on the tile (but isn’t obliged to do so). When a rival player closes the planetary system, all emisaries belonging to the controlling player are left in the system.

Regardless of the player who closed the planetary system, all emisaries of other (non-controlling) players return to their owners. In the case of a tie, all emisaries of all players return to their owners and the system is left uncontrolled. All participating players still receive equal VP for closing the area. Later in the game players can take control of the system by teleporting their emisary into the system.

From now on, the player who controls the planetary system can activate one research station by using one of the emisaries left in the already closed system (see page 5).

In a given planetary system, one player can activate only one research station (or one space station).

Outer Space
Outer space becomes closed when it is surrounded on all sides by nebulae or gas clouds and there are no empty spaces (lacking a tile) inside. VP for closing an area of outer space are given to the player who closed it. After counting the points for the closed areas, the player’s turn comes to an end, and the turn shifts in a clockwise manner to the next player.

Controlling
Player gains control over a given area (nebula or planetary system) if he/she have more emisaries in the area at the moment it closes, than other players. Sometimes only one emisary is required to win control of an area but often more emisaries are needed.

Winning control of an area is a key element to winning the game because it allows the player to receive VP for the area the moment it closes as well as during final scoring.

The End of the Game
The game ends when the player who places the final tile has completed his/her turn. At the end of the game, players receive VP for their controlled areas one final time. The player with the most VP wins. In the case of a tie, the player who has the most unused space station tokens wins. If players still tie, then the total of their unused research station tokens is taken into account and if necessary compare the unused emisary tokens. If it is still a tie after comparing all unused resource tokens, the players share the victory.
Receiving VP at the End of the Game

After the last player’s turn, players should remove all emissaries located on:

- Trade outposts.
- Unclosed planetary systems and nebulas.
- Closed planetary systems and nebulas without any research or space stations or Trian extractors.

Next, all players receive VP for nebulas and planetary systems they control at the end of the game, and mineral markers which they accumulated during the match.

Final Scoring on Nebulae

The player controlling a given nebula sums up all extraction levels of his research stations, space stations and Trian extractors, which are located in the said nebula. Each research station counts as “1st Extraction level”, each space station: “2nd Extraction level”, and each Trian extractor: “1st Extraction level”.

Next, the player multiplies their received result by the number of tiles forming a given nebula. The new result is the final number of VP the player receives for that nebula.

\[
[ (\text{# of research stations} + \text{# of Trian extractors}) + (\text{# of space stations x2}) ] \times (\text{# of tiles in nebula}) = \text{VP for nebula}
\]

Every closed nebula will be scored in this manner and each controlling player will be awarded the calculated VPs.

- **Xemh** receives 20 VP.
  \[
  (4 \text{ [planets]} + 1 \text{ [emissary]}) \times 4 \text{ [research station]}. 
  \]

- **Quyylto** receives 30 VP.
  \[
  (2 \text{ [planets]} + 1 \text{ [emissary]}) \times 10 \text{ [space station]}. 
  \]

Final Scoring on Planetary Systems

The player controlling a given planetary system checks its technological level. In a planetary system, research station (first technological level) has a scoring multiplicator of 4, and space station (second technological level) has a scoring multiplicator of 10.

Next, the player multiplies the technological level by the number of planets located in a given planetary system and the number of emissaries located on them. The result of that calculation represents the final number of VPs the player receives.

- **Quyylto** receives 25 VP.
  \[
  5 \text{ [tiles forming a nebula]} \times 7 \text{ [the sum of extraction levels]}. 
  \]

- **Borf-Naree** receives 6 VP.
  \[
  3 \text{ [tiles forming a nebula]} \times 2 \text{ [the sum of extraction levels]}. 
  \]

Scoring with Minerals

At the end of the game, each mineral marker the player obtained is worth 3 VP.

Other Rules

Special Action Tiles

**Exmitter**

When a player places an exmitter tile face up on the table, all emissaries located on the tiles adjacent to it (connected by one of its edges) immediately return to their owners. This function is not considered an action and activates before any other effect.

Emmissary tokens **cannot** be placed on a tile depicting an exmitter or on any tiles adjacent to it (connected by one of its edges). This rule is not influenced by gas clouds or nebulae.

The exmitter does not affect research and space stations.

**Nebula with the Trian Extractor**

Players **cannot** place any emissary token (whether through the standard action of placing the emissary token, or through teleportation) on the Trian extractor.

When closing a nebula, for each Trian extractor players add 1 mineral marker to the nebula.

A Trian Extractor has a value of “1st Extraction level” (this value is crucial during the final scoring).

A Trian extractor **cannot** be upgraded to a research or space station.
These are the rules for the The Beginning of Conquest expansion. It is suggested that players familiarize themselves with the base game before adding the expansion.

The Beginning of Conquest

This expansion introduces 12 new tiles to the game, as well as 2 types of fleet tokens – Corvettes and Rogues. Players can use their fleets to move around the discovered fragments of the Galaxy of Trian. These additional elements greatly increase the interaction between players and enrich the story arc.

Fleet tokens (ships)

The term ‘fleet tokens’ refers to all Corvette and Rogue tokens appearing in the game.

Regardless of the number of players taking part in the game, players always have 3 Corvettes and 2 Rogues at their disposal.

The number of available fleet tokens is limited. When players run out of ships (players do not have any fleet tokens of a given kind left on their race card), they cannot place new fleet tokens – they can only move those already in play.

Only one resource token and one fleet token can lie on a single tile at the same time.

The Exmitter affects the fleet tokens the same way it affects the emissary tokens.

Types of fleet tokens:

Corvette

These middle-class ships are used for patrolling and defending the borders of planetary systems. Corvettes can engage in battle, block rivals’ emissaries, and protect their own emissaries. In battles they win against Rogue-class ships. During final scoring they limit the number of VP other players receive for their planetary systems.

Rogues

Rogues are small mining ships used in the extraction of valuable minerals from closed nebulae. These ships possess their own extractors, giving them the ability to mine minerals from uncontrolled nebulae or those controlled by a rival.

Expansion Rules

Setup

The twelve new tiles included in this expansion are shuffled together with the tiles from the basic version of the game, according to the standard rules.

Each player attaches the expansion board to the race card and places the fleet tokens of the appropriate color on it at the start of the game.

New rules

1. Obtain minerals

During the obtain minerals step, an active player’s Rogue ships collect mineral markers from closed nebulae that are not controlled by the active player (e.g. controlled by another player, or uncontrolled). For each of the active players’ Rogues on a tile with a fragment of such a nebulae, the active players obtains 1 mineral marker from those nebulae.

Note: it is only possible to extract 2 mineral markers from the same nebula.

The Beginning of Conquest expansion introduces two new actions which are added as options to the third step of the player turn.

New actions

- g. Send a ship into outer space
- h. Move ship

‘Can’ vs. ‘Cannot’

All forbidding rules, with the expression ‘cannot’, have a priority over the allowing rules, with the expression ‘can’. When any rules stand in contradiction to each other, forbidding rules take precedence.

g. Send a ship into outer space

When players decide to send a new ship into outer space, they choose a fleet token from their race card and place it on the table according to the following rules:

Corvette

- The active player can put a Corvette token only on a tile placed in this turn, depicting an area of outer space, and only as long as the interconnected area of outer space does not hold other Corvettes (either active player’s or a rival’s).
- If the tile placed by the active player this turn is a teleport or trade outpost tile, the active player can put a Corvette token on that tile.
- The active player cannot put a Corvette token on an exmitter tile or on any of the three adjacent tiles (connected by edges).
- The active player cannot put a Corvette token on the tile adjacent to a tile with a Rogue token (either the active player’s or a rival’s).

Rogue

- The active player can put a Rogue token only on a tile placed in this turn depicting an area of outer space, and only as long as there are no fleet tokens (either the active player’s or a rival’s) on any adjacent tiles.
- If the tile placed by the active player this turn is a teleport or trade outpost tile, then the active player can put a Rogue token on that tile.
- The active player cannot put a Rogue token on an exmitter tile or on any of the three adjacent tiles (connected by edges).

-
h. Move ship

When the active player decides to use this action, one of the active player’s ships on the table can be moved, according to the following rules:

General movement rules

- Fleet tokens can move a maximum of 3 tiles per action.
- During movement, fleet tokens can fly across tiles with other ships belonging to the active player, but they cannot land on them (only one fleet token can occupy a tile at any time).
- During movement, fleet tokens cannot fly across or onto tiles occupied by a rival’s ship.
- During movement ships cannot fly through or into areas of nebulae and gas clouds.
- During movement ships cannot fly across or onto exmitter tiles, or any of the three adjacent tiles (connected by edges).

Corvettes

- Corvettes cannot fly across or onto planet tiles with a research or a space station located on them.

Rogues

- Rogues can fly across or onto planet tiles with a research station located on them.
- Rogues cannot fly across or onto planet tiles with a space station located on them.
Ship Battle

Whenever fleet tokens belonging to at least two different players are on adjacent tiles that are not separated by a gas cloud or nebula, a battle takes place. Such a situation can happen as a result of a ship movement or teleportation.

Gas clouds and nebulae limit the visibility of the fleet tokens. Ships separated by a gas cloud or a nebula do not engage in battle with each other, despite lying on adjacent tiles.

Battle, ends the ship move.

Depending on the classes of ships taking part in the battle, the following results may occur:

**Corvette vs. Corvette** – The Corvette that moved/was teleported into the battle wins. Both ships return to their players’ race cards.

**Corvette vs. Rogue** – The Corvette wins the battle. The Rogue returns to its race card and the Corvette stays on the board.

**Rogue vs. Rogue** – The Rogue that moved/was teleported into the battle wins. The other Rogue is defeated. Both ships return to race cards.

The owner of the victorious ship receives 5 VP.
A ship *can* be teleported onto this place and it dominates the outer space area.

A ship *can* be teleported onto this place and the battle begins.

Green arrow represents a victory and the Corvette stays on the tile.

Blue arrow represents a victory, but both ships return to their race cards.

A ship *can* be teleported onto a planet and protect it. If an emissary is already located on the planet, the ship also protects the emissary.

A ship *can* be teleported onto a rival’s planet and block it. If an emissary is already located on the planet, the ship also blocks the emissary.

The ship cannot be teleported onto the marked places, due to the other fleet tokens already lying on it.

Emitter field effect.
If a player moves/teleports a ship into an area with more than one rival ship, the player who owns the ship that was moved/teleported begins the fight.

If the moved/teleported ship is a Rogue and there are no enemy Corvettes, the attacker chooses one of the rival Rogues to fight. Both ships return to race cards and attacker gains 5 VP.

If the moved ship is a Corvette and at least one of the rival ships is a Corvette, Rogue chooses which Corvette to fight. The Corvette wins and its owner gets VP. The defeated Rogue returns to the race card and the Corvette remains on the board.

If the moved ship is a Corvette, it firstly defeats any enemy roguies and gains 5 VP for each win. The Rogues return to their race cards and the Corvette remains on the board. After that, the owner of the attacking Corvette chooses one rival Corvette (if there are any) to fight. Both Corvettes return to the race cards. The attacker gains 5 additional VP.

Interaction of resource tokens and fleet tokens
Emissaries
Can be blocked or protected by Corvettes. Allow the movement of all Corvettes and Rogues.

Research stations
Block the movement of all Corvettes (even the player's own), but don't block the movement of Rogues

Space stations
Block the movement of all Corvettes and Rogues.

Protecting an emissary
When as a result of a movement or teleportation, a Corvette token is placed on a tile depicting a planetary system or trade outpost with an emissary of the same player located on it, the ship protects that emissary. To indicate a protected emissary, the Corvette token is placed on top of the emissary token. You cannot teleport a protected emissary. Furthermore, a protected emissary is counted during the fight for control when a closing planetary system, as well as final scoring.

Blocking an emissary
When as a result of a movement or teleportation, a Corvette token is placed on a tile depicting a planetary system or a trade outpost with a rival's emissary on it, the ship blocks that emissary. To indicate a blocked emissary, the ship token is placed on top of the emissary token. You cannot teleport a blocked emissary. Furthermore, a blocked emissary is not counted during the fight for control of a closing planetary system and is not counted during final scoring. If a Corvette blocks an emissary on a planet, the planet it lies on is also not counted during final scoring.

A blocked or protected emissary cannot activate a research station.

Changes in the basic rules

a. Use a trade outpost
When using a trade outpost, players can still execute a maximum of 2 actions, but they now have 5 actions to choose from:
- Activate a research station
- Upgrade a research station into a space station
- Place a ship on the added tile
- Move a ship
- Send a ship through a teleport

The player may choose to perform both of the actions or perform one of the actions twice (except: “Send a ship into outer space”). Alternatively, the player can choose to perform only one of the actions or skip taking an action entirely.

b. Teleport
When players, during the second step of their turn, play a teleport tile, they can take any fleet token (either the active player’s or a rival’s) from a tile adjacent to the teleport and move it onto any legaltile (see below).

c. Block the movement of Corvettes and Rogues
Can be blocked or protected by Corvettes.

d. Block the movement of all Corvettes (even the player’s own), but don’t block the movement of Rogues

As with the base game, the player can still teleport an emissary token, but with the following additional rules:
- An emissary can be moved to a tile with a Corvette located on it. In such a case the emissary automatically becomes blocked or protected, depending on the owner of the Corvette (whether it belongs to the same player as the emissary or a rival). Regardless of ownership, the fleet token is placed on top of the emissary token.
- When a active player’s emissary is teleported to a tile featuring a free trade outpost that also contains an enemy Corvette the emissary cannot execute any additional actions provided by the outpost’s ability, and the emissary becomes blocked.
- An emissary cannot be teleported to a tile, which it would not be allowed to enter during normal movement (Exmitter effect field, space stations, etc.).

Capture free areas with teleportation
If all emissaries in a closed planetary system are blocked by Corvettes and there is no research station or space station, then the owner of these emissaries loses control of the system and it is treated as free. Therefore, players can teleport emissaries into it, effectively gaining control of the system. If a planetary system has changed control in this way, then as soon as one of the former owner’s emissary tokens becomes unblocked, it is removed from the system and returned to its owner’s race card. As usual, when gaining control of free planetary systems, the controlling player only receives VP for the system at the end of the game.

Players regard first the result of a ship battle before checking for control of a system. Therefore a player regains control of a system, when corvette/s blocking his emissaries are destroyed.
THE END OF THE GAME

Players remove their emissaries according to the rules of the base game.

After that, all ships which do not block emissaries and/or planets, and do not take part in plundering, are returned to their owners’ race cards.

Those emissaries do not generate any points.

Then:
1) Count all the points for plundering.
2) Count all the points for planetary systems and nebulae.
3) Count all the points for accumulated minerals.

Players receive VP for plundering.

The player who has the most fleet tokens in a given area of outer space (including those on the planets within it’s boundaries) plunders all rival’s planetary systems within the said area. Each system is plundered separately and the area of outer space does not need to be closed to make plundering possible. When all players have the same number of ships in a given area of outer space, plundering does not happen and the ships are returned to their owners.

When two or more (but not all) players are tied for the most ships in a given area of outer space, the tied players plunder only systems controlled by other players and equally share (rounding down) VP for the plundered systems.

During plundering, the player checks the level of a given planetary system (research station level 1, space station level 2). This value is multiplied by the number of planets in the plundered system (blocked planets are also counted).

The player controlling the plundered system loses VP equal to the result and the plundering player gains that amount of VP.

Note: There IS NO plundering in systems without a research or space station.

Tip: After plundering ends, players can turn the tokens of the plundering ships upside down. It will make it easier to determine where the plundering VP are yet to be counted.

Then, players receive VP for nebulae and planetary systems they control at the end of the game, and for the mineral markers they have accumulated.

A – in this area, K’haarquar wins:
- it plunders Xemh’s planetary system [receives 5 VP=( 5 planetsx 1st technological lvl)];
- Xemh receives 3 VP for the system [(2 non blocked planets + 0 emissaries) x 4 [1st technological lvl]] - 5 VP from K’haarquar plundering);

B – The trapped K’haarquar’s ship doesn’t plunder any planetary system;

C – in this area, Quuyto wins:
- it plunders Borf-Naree’s planetary system [receives 3 VP];
- it plunders Xemh’s planetary system [receives 4 VP];
- Borf-Naree receives 13 VP [16-3VP] for the planetary system;
- Xemh receives 16 VP [20-4VP] for his planetary system.
Additional variants

Family variant
The family variant is a game with the rules for the base game (e.g. no The Beginning of Conquest expansion). It uses only emissary resource tokens, which cannot be leveled up (research and space stations are not used).

The rules have the following changes:
After a planetary system becomes closed the controlling player receives VP as usual, but all emissaries are returned to their owner’s race cards.
After a nebula becomes closed and the controlling player receives VP, the controlling player decides how many emissaries are to be left in the nebula (including none), independent of who closed the nebula. Minerals are not extracted. Instead, at the end of the game, players receive 3 VP for each mineral marker located in their controlled nebulae.
The trade outpost has no special function (players can still place and teleport emissaries onto it).

Bigger space variety variant
In this variant, players use all the tiles from the base game as well as the 12 extra tiles from the “The Beginning of Conquest” expansion. All rules concerning fleet tokens are ignored however. Other rules remain unchanged.

Team variant
Galaxy of Trian supports team games. Players can play 2 vs. 2 matches with one copy of the game. With two copies 2 vs. 2 vs. 2, or even 3 vs. 3 games become possible.

2 vs. 2
Players create 2 teams of 2. Each player receives the appropriate starting elements in one color. Each player receives 7 emissaries, 7 research stations, and 2 space stations in the appropriate color. Even though players of the same team use elements in two colors, all resource and fleet tokens are shared within the team (they are treated as if both players had tokens in the same color). Players can execute actions with their partner’s tokens following the same rules as they would for their own tokens.

When any resource and fleet tokens are to be returned to players, they are returned to the appropriate race cards according to their color.

2 vs. 2 vs. 2
Players create 3 teams of 2, and each team receives all components (two race cards, two sets of resource and fleet tokens) in the same color. Each player receives 7 emissaries, 7 research stations, and 2 space stations in their team’s color. All resource and fleet tokens are treated as common within each team. Players can execute actions on all tokens in their team’s color according to the usual rules.
When any resource and fleet tokens are to be returned to players, team members decide how they want to share them. However, they must remember that the number of resource and fleet tokens on a given player’s race card cannot exceed the number of available spaces.

Personal variants

Galaxy of Trian’s construction and mechanics allow players to combine different rules and expansions. Players can even make their own variants. If you happen to create rules for your own expansion or variant, please let us know and send them to us at info@galaxyoftrian.com.
We will gladly publish them on our webpage, and maybe even add them to our next expansion.

The game has been thoroughly tested for 2-4 players. With 5 or 6, further testing is needed, but it appears minor changes on the amount of tiles will allow for play:
72 (+12) tiles for 2-4 players / 105 tiles for 5 players / 126 tiles for 6 players

Special cases:

1) When at any time, during the game one of the stacks is depleted, game tiles are drawn from only one pile until the end of the game.

2) When at any time, during the game minerals markers run out, the minerals have been depleted. Thus, in the case of closing a nebula, players do not put any markers on it. There is a limit of 100 markers in the game.

3) It is possible that one placed tile closes several areas. In that case, each area scores and is counted separately. There is no fixed order of scoring in such case.

4) When placing a tile with a teleport, the player can move a ship from an adjacent tile onto the tile with a teleport.

5) After the game ends, we advise the players to put all tiles with a special action, i.e. teleport, emitter, and trade station face down. Then shuffle the tiles and put them into two equal piles into the rack. In this way, the tiles will be ready for another game.

6) During the course of the game a player doesn’t have to show other players what’s on the back of the tile she/he has drawn this turn. It could be used for bluffing.

7) If a Rogue ship token lies on a tile containing a research station, which is being transformed into space station, the ship returns to the player’s resources. This effect is not treated as a battle, so no one receives 5 VP.

8) Effect priorities – order in which effects take place:
1) Exmitter.
2) Ship battle.
3) Teleportation.
Scoring summary.
VP in the Galaxy of Trian can be acquired:

a) During the game, at the moment of closing the area:
- **nebula**: 1 VP for each tile forming the area of closed nebula;
- **planetary system**: 2 VP for each tile forming the area of closed planetary system;
- **outer space**: 3 VP for each tile forming the area of closed outer space. When one tile closes two or three separate areas of outer space at once, the score is counted separately.

b) At the end of the game:
- for all closed, controlled nebulas, the score is counted in the following manner:
  \[ \text{[number of tiles forming a nebula]} \times \text{[the overall sum of all extraction levels in the nebula]} \]
- for all closed, controlled planetary systems, the score is counted in the following manner:
  \[ \text{[sum of unblocked planets and emissaries]} \times \text{[technology level]} \]
- **emissary**: no technology level / no final scoring multiplicator;
- **research station**: 1st technology level / scoring multiplicator 4;
- **space station**: 2nd technology level / scoring multiplicator 10;
- for plundering, the score is counted in the following manner:
  \[ \text{[sum of planets (unblocked and blocked) in a plundered system]} \times \text{[technological level (research station = 1 , space station = 2 ] in that system]} \]

Each nebula and planetary system is counted separately.
Nebulas without research or space station or the Trian extractor don’t bring VP at the end of the game.
Planetary systems without research or space stations don’t bring VP at the end of the game.

A plundered player loses a certain amount of VP for the benefit of the player who robs her/him.

**TERMINOLOGY IN THE GAME.**

- **Nebula fragment** – unclosed area of a nebula.
- **Planetary system fragment** – unclosed area of a planetary system.
- **Closed area of a nebula** – an area limited by an outer space or a gas cloud from each side, which doesn’t lack any tiles in its construction.
- **Closed area of a planetary system** – an area, where a player cannot add any more planets.