

1+ players
10+
20-60 mins

GAL4XEON



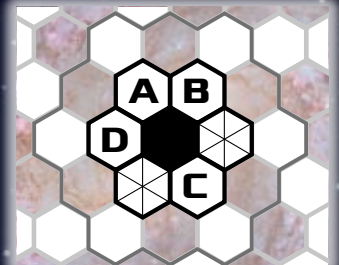
English Rules

You have ten eons to expand across the galaxy. Explore new sectors. Develop new technologies. Exploit resources. Conquer or trade with the aliens you encounter. Will you make it to the precursor ruins at the edge of the galaxy, or focus on claiming the galactic core?

SETUP //

Give each player a copy of the player sheet and a pen or pencil. You will also need 3 six-sided dice (D6) for the shared Possibilities dice and at least one more die (one more per player would be helpful, but is not required). Alternatively, you can use a die-rolling app on your phone.

We recommend you play the Pioneer map the first time you play: it has the initial 6 hexes around your home sector (the black hex in the centre of the map) pre-populated. Once you're comfortable with the game, you can use the advanced rules on page 7 to set up those 6 hexes so they are the same for all players. Letters in hexes represent *inhabited systems* (and link to the corresponding row in the Aliens table in the top right). Hexes with a cross in them represent *uninhabited systems* which you can exploit for resources.



A	:):	1		
B	:):	4		
C	:):	6		
D	:):	3		

Strategy tracks

Record your progress in exploration, conquest, science, resources and trade.

Modifiers

Record your personal modifiers to the Possibilities phase dice gained through resources and trade.

Aliens table

Record the alien species you have encountered and whether you have traded with or conquered them.

Exploration

Reminder of what you find when you explore an unknown sector.

Precursor ruins

Record the bonuses you have acquired for exploiting the ruins of ancient alien civilisations.

Galactic map

Record the progress of your civilisation as you expand across the galaxy.

Round table

Record where you have spent your Possibilities dice each round.

Tech tree

Record the technologies you have developed.

Sphere of influence

Record your sphere of influence around your home sector.

Scoring

Record your scores in the five categories and your final score.

PLAY //

The game is played over 10 rounds, which consist of two phases: Possibilities and Progress. In the Possibilities phase, one player rolls the three Possibilities dice, which determine what you can do in the Progress phase. In the Progress phase, each player will assign those three dice to three different Strategy tracks, filling in squares on the track equal to the number rolled on the assigned die. Once you have filled in all the squares to the left of an icon on the track, you will take that action: either Explore, Conquer, Research, Exploit, or Trade. At the end of the game you will get points for exploiting alien ruins, controlling the space around your home sector, every alien species you have met, aliens you have conquered and every hex you control.

Possibilities phase

One player rolls the three Possibilities dice. All players will use the same three numbers.



In later rounds:

If you have gained a Resources modifier (see Exploit on page 4), write your modifier (as shown on the leftmost Resources die that isn't filled in) on top of the large die for this round in the Round table.

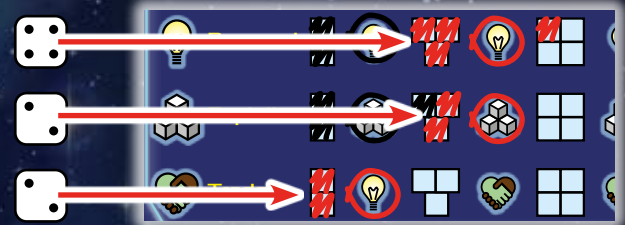


Also, if you have gained a Trade modifier (see Trade on page 5), ensure you limit your die results to the minimum shown on the leftmost Trade die that hasn't been filled in. As a result, you might fill in more squares than shown on one or more of the dice.

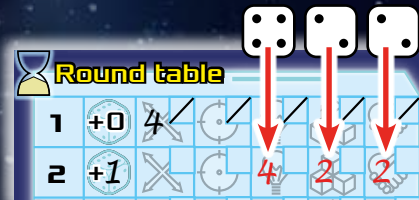


Progress Phase

Each player assigns the Possibilities dice to three different Strategy tracks. On each track, fill in the number of small squares equal to the chosen die result. If you have filled all the squares to the left of an icon (the larger symbols shown in gaps in the track), circle that icon and immediately take the action (see Actions on page 3). You can assign the dice, and hence take the actions, in any order.



Use the Round table to track the dice you assigned. Write the die value on top of the corresponding Strategy track's symbol. You can use this to check you've used all your dice correctly throughout the game.



In later rounds:

If you have a Resources modifier, use it to fill that number of extra squares. The extra squares must be on the three tracks you chose this turn, but can be all one track, or split any way between two or three tracks.



Record the amount used in the small square box in the top right corner of the track column of this round's row in the Round table.



Actions

There are five types of actions available:

- ✕ Explore 1-4 hexes from a filled-in hex
- 🔴 Conquer a lettered hex from a filled-in hex
- 💡 Research a tech if you have the one above
- 📦 Exploit an uninhabited system or a ruin
- 🤝 Trade with a lettered hex next to a filled-in hex

Note: while they mostly correspond with the track they are on, the first icons of the Conquer and Trade tracks are Research icons.

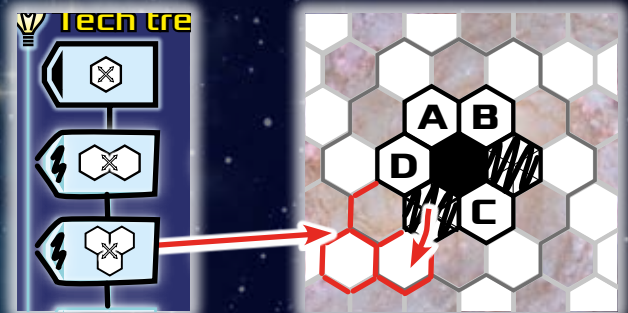


Explore, Conquer, and Exploit actions must be done from a sector you control: a filled-in hex, initially just your home sector in the centre of the map.

✕ Explore

Choose a sector you control from which to explore. This sector must have at least one unexplored sector (a hex that isn't outlined) next to it.

Explore 1-4 hexes, one of which must be adjacent to the chosen sector, in the shape shown by one of the exploration range technologies (see page 5) you have researched. Initially, this is just a single hex. Draw over the outlines of the explored hexes.



If the explored hexes have grey backgrounds, fill them in to show you now have control there.



If the explored hexes have white backgrounds, roll a die for each (not one of the three Possibilities dice) to determine what you've found:

- 1-2: An *uninhabited sector*: Draw a cross in it.
- 3-6: An *inhabited sector*: Write the letter of the first empty row in the Aliens table in the hex and then draw a face in the alien column of the corresponding row:
 - 3-4: Friendly aliens: draw a smiley face.
 - 5: Neutral aliens: draw a neutral face.
 - 6: Unfriendly aliens: draw a unhappy face.



If the sector is inhabited (3+), roll the die again to determine the aliens' military strength and write that number in the raygun column of the corresponding row in the Aliens table.



🔴 Conquer

Choose an inhabited sector that is adjacent to a sector that you control. It must have aliens with a lower military strength (shown in the ray gun column of the Aliens table for the row with matching letter) than you do (as shown by the highest outlined military technology on the Tech tree).

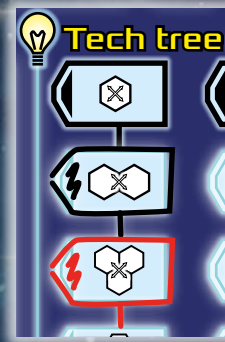
Fill in the lettered hex on the map to show you now have control there and tick the Crosshair column for the corresponding row in the Aliens table. Cross out the Handshake column for that row - you cannot trade with a sector you have conquered. Conquered sectors are worth 3 points each at the end of the game, plus a point for being filled in.

	👤	🔫	🤝	🎯
A	☹️	1		
B	☹️	4		
C	☹️	6		
D	☹️	3		
E	☹️	1	🤝	☑️

💡 Research

Claim a technology on the Tech Track by drawing an outline around it - you gain its benefit immediately. You can only claim a technology if you have previously claimed any technologies above it on the Tech track that are directly connected to it by lines. When you claim a technology, draw over the lines down from it to the technologies it unlocks.

The technologies are explained on page 5.



🌿 Exploit

Either exploit an uninhabited sector or an alien precursor ruin (shown with a star and a number on the map). The sector must also be adjacent to a sector that you control. You can only exploit a sector once, and you can only exploit a precursor ruin after you have explored it - shown by lines drawn around its hex on the map. When you exploit either type of sector, fill the hex in to show you now control it.

For every uninhabited sector you exploit, fill in the leftmost die on the Resources track that hasn't already been filled in. Your new Resources modifier is shown on the die to the right of the one you filled in. The new modifier cannot be used until next turn.

For every precursor ruin you exploit, circle the corresponding number in the Precursor ruins section. You will gain that number of points at the end of the game.

Uninhabited sector



Precursor ruin



Resources ⭐ / 🖐️ / 🩸 +2

Trade 💡 / 🖐️ ≥2 ≥2

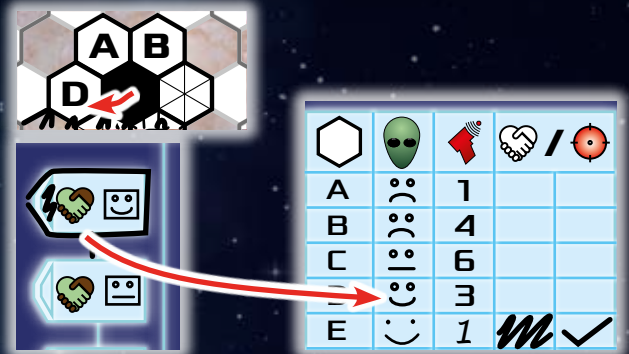


Precursor ruins

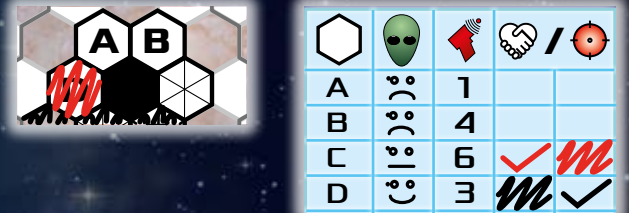
4 4 4 5 5 6

Trade

Choose an inhabited sector that is adjacent to a system you control. It must also have aliens you can trade with (you have claimed the technology required to trade with aliens of the corresponding demeanour – shown in the aliens column of the Aliens table for the row with matching letter).



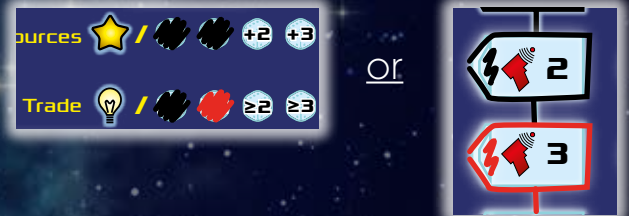
Fill in the lettered hex on the map to show you control it and tick the Handshake column for the corresponding row in the Aliens table. Cross out the Crosshair column for that row – you cannot conquer a sector you are trading with. Trading sectors are only worth 1 point at the end of the game (as a filled-in hex), but give you an immediate in-game benefit.



For every alien sector you trade with, either:

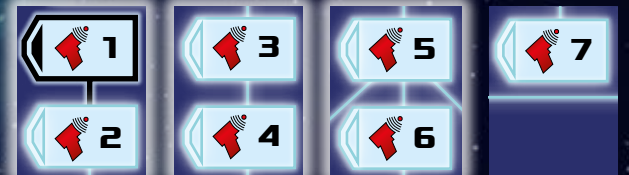
fill in the leftmost die on the Trade track that hasn't already been filled in. Your new minimum value for the three Possibilities dice is shown on the die to the right of the one you filled in,

or, claim a technology as described in the Research section on page 4.



Technologies

Military strength: increase your military strength by 1, to the largest outlined number. You can now conquer stronger aliens. You start the game with the first military strength technology, so your military strength is initially one and you cannot conquer any aliens.



Logistics: you may now conquer up to two alien species using a single conquer action. You must still follow all the normal conquer rules.



Exploration range: when you take an explore action, outline hexes in one of the shapes you have the technology for. You start the game with the first exploration range technology, so can only explore a single hex initially.



Mining conglomerate: you may now exploit two systems using a single exploit action. You must still follow all the normal exploit rules.



Alien relations: you may now trade with aliens of the demeanour shown.



Trade league: you may now trade with two alien species using a single trade action. You must still follow all the normal trade rules.



END OF THE GAME //

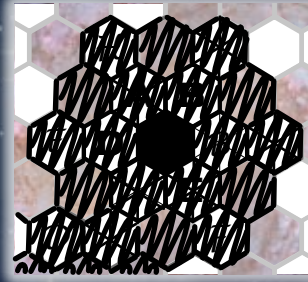
The game ends after the tenth round.

Scoring

Players calculate their scores as follows:
They get points equal to the value of all the alien precursor ruins they exploited.



If they control all six hexes next to their homeworld (the six that are determined at the beginning), they get 5 points. In addition, if they also control all twelve hexes at distance two from their homeworld, they get another 5 points.



They get 1 point for each alien sector they explored (filled in rows in the Aliens table).

They get 3 points for each alien sector they conquered.

They get 1 point for each hex they control (filled in, including your home sector).

Hex	Alien	Explored	Conquered	Controlled
A	☹	1	✓	✓
B	☹☹☹	4	✓	✓
C	☹☹☹☹	6	✓	✓
D	☹☹☹	3	✓	✓
E	☹☹	4	✓	✓
F	☹☹	4	✓	✓
G	☹	2		
H	☹☹☹	6	✓	✓
I	☹☹☹	5	✓	✓
J	☹☹☹	1	✓	✓
K	☹☹☹	1	✓	✓
L	☹☹☹	3		
M				

Alien	12
Conquered	12
Controlled	36

Each player sums all their scores for the above categories. The highest score wins. In the case of a tie, ties are broken by the player furthest along the Explore track. If still tied, repeat on each Strategy track in turn until the ties are broken. If the tied players have exactly the same progress in all five tracks, then they share the victory.

Star	9
Soccer Ball	10
Alien	12
Target	12
Hexagon	36
Total	79

ACKNOWLEDGEMENTS //

Huge thanks to everyone who helped playtest Gal4Xeon, especially: Paul Willcox, Mark Parkin, Fiona Jackson, Kara Potts, Claire Hall, Joaquín Bueno, Jason Katzwinkel, Casey MacBeth, Russell Hunt, Finlay Britton, Spencer Bodenheimer, Peter XX, and Newcastle Playtest.

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ADVANCED RULES AND OTHER MAPS //

All the maps except for the Pioneer map use these Advanced rules for determining the initial neighbours of every player's home sector. During the setup, one player rolls six dice for the six outlined sectors around the home sector. All players use the die results to seed the six outlined sectors as described in Explore (see page 3). If any are inhabited sectors (a roll of 3 or more), roll another die to determine the alien's military strength. At the end, all players should have the same things in the outlined hexes, and their Aliens tables.

