

Galaxy Fighters™

Gamey™

Instructional Flight Manual

Get ready for an interstellar showdown with Galaxy Fighters, the arcade-inspired co-operative strategy game!

Brace yourself as you step into the role of a valiant defender tasked with safeguarding one of the four districts of Galaxy City from an imminent alien space invasion.

The fate of the city hangs in the balance as waves of relentless Exovon extraterrestrials descend from the cosmos. Armed with a custom ship, embark on a heart-pounding mission to thwart the invaders and ensure the survival of humanity's last stronghold.

Shield your ships from damage, strategize your every move, and blast through swarms of Exovon aliens with your state-of-the-art weaponry.

Only your team's cunning tactics and unwavering determination will stem the tide of invasion and secure the future of Galaxy City. Will you and your friends rise to the challenge and become the ultimate Galaxy Fighters?

OBJECT OF THE GAME

Protect the four districts of Galaxy City from an alien space invasion! Shoot your way through hordes of Exovon aliens to prevent them from invading the districts of Galaxy City below.

A Game for 2-4 Players

When there are only two players, each player controls two hero ships. With three players, each player controls a hero ship and takes turns playing the fourth ship. With a full crew of four players, each plays one ship!

GAME DIFFICULTY

Expert Pilot is the standard Galaxy Fighters game mode, but there are several different ways to set up the game to make it more or less challenging. Refer to the chart on the right to tune the difficulty — and feel free to mix and match settings. For instance, new players can choose Expert Pilot mode but end the game when three districts are invaded, rather than two.

Mission Difficulty	Districts Invaded	Backup Ships	Spawn Deck Size
Rookie	3	3	15 Cards
Expert	2	3	20 Cards
Ace	1	2	25 Cards

Districts Invaded

This represents the amount of district invasions that trigger “game over.”

Backup Player Ships in Stockyard

The number of ship cards that are set aside for players if their ship is destroyed in play.

Spawn Deck Size

The size of the spawn deck. When the last card is pulled from the spawn deck the Exovons no longer spawn in space. Skip the spawn phase on a player's turn.

PLAYER SETUP

The players are first dealt a random ship card. Then, players select a cockpit, choosing its color based on what district they are defending. Next, players decide on what weapon system and what bonus command tile they will use. Finally, players choose an engine modification for their ship.

Player's Cockpit

There are four empty spots in the cockpit. The left and right parts of the cockpit have puzzle piece gaps that fit the weapon system piece on the left and the engine modification piece on the right. The top of the cockpit has space for the ship card and the bottom has space for the player's bonus command tile. When a ship is destroyed the player can switch to a new weapon system, but must select an engine system that is available to the newly selected ship.

Weapon System

The player can select one weapon system which has a unique firing pattern. When a player rolls a 🌟, they can choose to activate the ship's weapon system.

Bonus Command

The bonus command tile is added to the player's roll on their turn.

Engine Modification

The player's ship card shows which engine modifications are available to equip.

Player's Ship Card

Shuffle the ship cards and deal one out to each player. Then, based on mission difficulty, deal an amount of ship cards face down next to the board. This is the shipyard. When a player's ship is destroyed, they take a new one from the top of the shipyard. Some ships come with game tiles that will be indicated in the ship's text description. Make sure to get those and put them where described. Place the rest of the ship



cards back in the box.

Player Ship Tile

Players place their ship tile in the center space in Zone 1. The ship tile always points up toward the center of the board.

Command Tokens

Finally, players select a Bonus Command Token. These are added to the player's roll on their turn. Once used, remove that tile from the cockpit tableau. When the player's turn is over, return these tiles to the tableau.



GAME SETUP

The Game Board

The center of the tiled game board represents the Exovon-infested deep space, while each side of the board represents a district of Galaxy City, each with their own color. Rocketown is blue, Atomville is green, Novaport is yellow, and, Astrofield is red.

The spaces on the game board are set up into zones. Zones 1-3 are the district's atmosphere. A player's ship can move on any free space in their district's atmosphere. Their ship is always pointing "up" towards the center of the game board.

Zones 4-8 is considered "deep space." This is where the Exovon aliens spawn. Zones 4-8 are relative to the player's position at the game board. While one player may see the zones lined up parallel to them, other players' zones may have a rotated view. When accessing zones, the layout of the zone is always based on the current player's point of view.



On either side of a district there are spaces for invading Exovon aliens. There are five spaces to the left and another five spaces to the right of a district, for a total of 10. When an alien moves off the game board from Zone 1, the player places the Exovon in an empty Invaders Space. If all the player's Invader Spaces are filled, the district is occupied.

Setting Up the Game Board

Follow the layout of alien tiles based on the starting spawn card (the back of this card is marked accordingly), and place alien tiles on the game board. This is the starting layout of your game. The first player still draws a spawn card at the start of their turn, however, and implements that layout on the board on top of the starting layout.

Organizing the Alien Tiles

There are three types of Exovon aliens: Yellum, Bluvol, and Magentis.

The Yellum, Bluvol, and Magentis are distinguished by their speed and color. Yellum

are the slowest of the Exovon at 1 and are yellow. The Bluvol are faster moving 2 and are blue. The Magentis are the fastest of the Exovon at 3 and are purple. All of the alien types take only one before they are removed from the board.



Organizing the Spawn Deck

Exovon Spawn Cards

These cards show the placement patterns of the alien tiles that appear in Zones 4-8 (outer space) on each player's turn. The grid pattern on the cards match the center of the game board. On that grid are alien icons placed in different squares.

Shuffle all the spawn cards and create a deck, face down, with as many cards as the mission difficulty requires. For instance, Expert Pilot mode has a spawn deck of 20 cards.

Place the rest of the spawn cards in the box.

PLAYING THE GAME

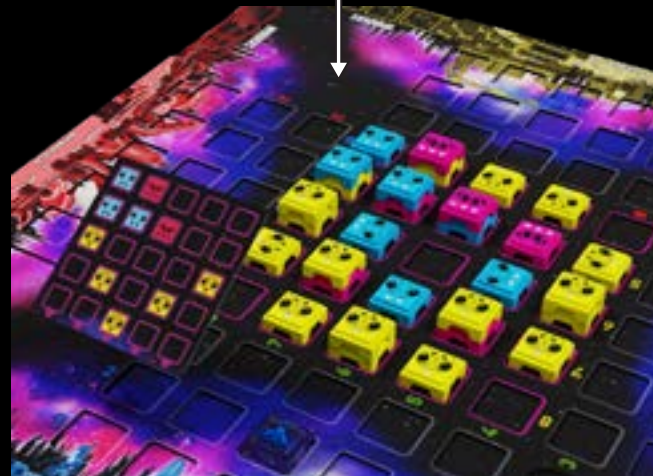
In a game of Galaxy Fighters, Exovons spawn in the center of deep space and approach the city districts below to invade Galaxy City. The players take turns shooting the aliens out of the sky to prevent them from invading the districts below. The player who most recently has been on an airplane or rocket goes first.

Players draw a card from the spawn deck, roll the command dice, perform ship actions, and finally move any aliens facing their direction. A turn consists of three phases in order: spawn, command, and approach.

Spawn Phase

At the start of a player's turn, they draw the top card from the spawn deck. They then place alien tokens on the game board in the same position as the card. Some of the alien tiles may go in blank spaces and some may stack on other alien tiles.

Exovons Spawning



Exovon Tiles Stacking!

How To Read the Spawn Card

The card is broken up in a grid or 25 spaces that represent the center of the game board. At the bottom, there are arrows pointing downward. When reading the card, make sure that those arrows are pointing towards your side of the game board. Place the alien tiles in the same pattern as shown on the card.






Command Phase

Next, the player rolls the four command dice. The dice will show the different command icons the player can use to control their ship. As a die is used, it is placed off to the side. Players do not need to perform all the commands, but must use at least one command die on their turn.

Player's bonus command tile

After the player rolls for their turn, they include their bonus command tile to the mix. At the end of their turn, it's placed back in their cockpit.

The Command Symbols

Command dice have the command icons on them: , , or .



Fire! This allows the ship to destroy an alien tile. The target is the closest alien tile in the same column of the ship.



Attacking Stacked Alien Tiles

When targeting a stack of alien tiles the ship targets the topmost alien tile. When that alien is destroyed, it is removed from the stack. A ship can continue targeting the newly revealed alien. Players can destroy a few aliens with one roll!





Move! Move a ship to one free adjacent spot – including diagonally adjacent – in the atmosphere (Zones 1-3). The ship tile always faces up.



Special! This lets players use their weapon system or engine modification. Some equipment needs two  symbols to work. Weapon systems or equipment can be repeatedly used as long as there are  available.



One side of the die has both a  and . When this is rolled a player can choose to either Fire or use it for a Special move.

Approach Phase

The last part of the player's turn is the alien tile movement. Starting with Zone 1 and going from the leftmost space to the rightmost, a player moves any Exovon alien tiles that are facing in their direction. The number of spaces the alien tile moves is based on how

many movement arrows are printed on the tile. Once the tile is moved, the player goes on to the next available tile.



If an alien tile finishes its movement on a space with an alien tile already on it, stack the new tile on top.



Alien Frenzy!

When an alien on the top of a stack is facing the current player and must be moved, the whole stack of Exovon aliens frenzy! When this occurs, the player moves all the alien tiles until the space is empty. The direction the alien movement is based on which direction they are currently facing. This can be a dangerous time for players as the alien directions can have surprising outcomes!



Aliens Crashing Into Ships

Approaching aliens can crash into player ships. If they do, the alien destroys itself and the player ship. Remove that alien tile from the board. If the player ship is destroyed, place it in the center space of Zone 1 and place a shield tile on it. The ship is shielded from damage until the start of the player's next turn. If there are any alien tiles in that space, clear all tiles.



Space Invaders

Any aliens that travel off the game board from Zone 1 invade the city district underneath. The player places the invading tile in an empty Invaders Space to the left or right of their district. If the district invader spots are all filled, the alien tile is placed in a free spot in the district to the left or right.

Onto the next wave

After the turn is over, the player to the left goes. Pass the next player the command dice!



GAME OVER!

Winning the Game

When the players make their way through all of the spawn deck, they win.

Galaxy City is saved!

Losing the Game

If the Exovons invade as many districts as determined by the mission difficulty, the players lose. The players also lose if a player cannot replace a destroyed ship.

Invading a District

When all 6 spaces in the district's invasion spaces are filled, the district is invaded by the Exovons. If more aliens invade the city, the player decides whether the aliens go to a free district to the left or right.

No More Ships

If a player cannot get a new ship from the shipyard when their current ship is destroyed, the game ends.

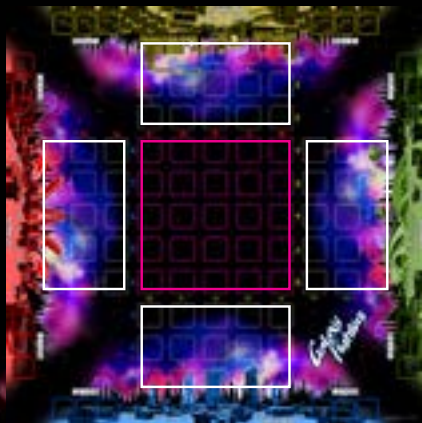
TERMINOLOGY

Atmosphere

The 15 spaces (5x3, white) in front of the player's district. Each player has an atmosphere adjacent to the Deep Space spaces in the center of the game board. The player ships can only move around in their district's

Deep Space

The 25 spaces (5x5, purple) at the center of the board. The Exovons appear in this area on each player's turn.



Friendly Fire

There is no friendly fire in Galaxy Fighters. Players cannot destroy each other with attacks.

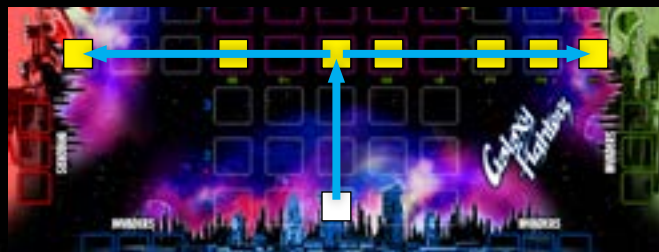
CARD CLARIFICATIONS

This section will clarify rules on the Ship cards, Weapon System tiles, and Engine System tiles.

Weapon System Tiles

Wide Beam

Targeting is done by tracing a line vertically from the ship to the closest Exovon. When the player selects the closest target, all targets in that Zone are hit. This includes the original target and targets in the player's adjacent atmospheres.



Laser Beam

Targeting is done by tracing a line vertically from the ship through all spaces, even into the atmosphere of the opposite player.

Spread Shot

Targeting is done by tracing lines starting from the player's ship space to the nearest Exovon directly in front of the ship, and the nearest diagonal Exovons.


Ship Special Weapons

Astro Wing

Missile Command only affects the Exovons in Outer Space. (The center 5x5)

Phalanx

Shielded Defense System prevents Exovons from moving towards the player's district. The language is written to work with any future expansion Exovon pieces that could take more than one damage. So, for the Exovons in the core game, they take a hit, and are removed from the board.

These Shielded Defense System tiles also blocks  from player ships.

Gladius

The helper Drone moves with the player ship, occupying the previous space the ship was in.

When moving, relocate the ship first, then place the Drone adjacent (diagonal, ok too).

If there is an Exovon in the space, just place the Drone in another free space. If there are no free spaces around the player ship, remove all Exovons from the space the Drone would occupy. Then, place the Drone tile in the space.

On the Approach Phase, if an Exovon stops in the same space as the Drone, the Exovon is destroyed and removed from the game. Otherwise, it passes through.

Gamey is an independent board game publisher based in Brooklyn, New York. Our games are carefully designed and crafted for all ages to enjoy. We work hard to make great games, from art concept to design, from our workshop to your table!

We're ready to keep creating fantastic games and bringing new fun titles to you. Join us in getting Gamey board games out there into the world! We want you to have card games that fit in your pocket. Our family games are light on rules and heavy on fun. They offer players a unique story and call for creative strategy! We have big plans - stay tuned by joining our newsletter!

We want you to play our games together with others. Share your time with those you care about and have fun! Find our latest games at our website and choose something that will bring your loved ones together.

We have fun when you have fun. That's our main reason to make our board games.

Gamey. Gaming Together!

GMY47O2



GAMEY.FUN