



RULES

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INTRODUCTION

In a very, very likely future, in this very same galaxy...

Many intelligent species have learned to travel between the stars, developing the technology necessary for interstellar jumps. The first encounters between them did not go peacefully. During centuries, war and conflicts expanded affecting almost every corner in the galaxy.

During the longest part of the galactic history, different species used to settle on the systems they arrived to. Instead of just exploring the galaxy, they were sending their overpopulation to colonize new homes. That caused many wars, because it's not easy to share your home planet with a foreign species who has nothing in common with you. But everything changed when The Plague arrived.

The Plague was an illness that affected all intelligent species all across the galaxy, decimating their population to the brink of extinction and ending wars.

Survivors of each species regrouped as well as they could and, following severe isolation protocols, finally the Plague was almost eradicated although their customs changed forever.

Since that day on, all species are nomads, because the void of space is the most aseptic environment, and they no longer settle on the systems they visit. The biggest part of the population stays on the surface of a planet the necessary time to get their resources and nothing more.

Which will be the species who rises above the others?
Now, the decision is yours to make.

Welcome to Space Opera!

Do you want to know more?

Visit our website or our social networks.

www.spaceopera.es



As players of Space Opera, you represent one of their species, fighting to achieve supremacy on the Galaxy. The game begins just after the isolation is broken, in a situation in which all species are almost extinct. That will give you the opportunity of a new beginning.

During the game, each turn represents a generation. Every species, every action and every card has its role in the universe of Space Opera.

For ages above 14. 2 to 4 players. Approximate duration of the game: between 30 and 90 minutes, depending on the number of players.

COMPONENTS

12 Species cards

This is the card that indicates the **species** you represent. It gives you the basic characteristics you have at the beginning of the game.

A: Class. **B:** Name.

C: Initiative. **D:** Skills.

E: Base Attack. **F:** Base Defense.



100 Resources cards

Resources are the cards you'll play to achieve the galactic supremacy for your **species**.

A: Price. **B:** Name.

C: Type. **D:** Effect.

E: Attack. **F:** Defense.

G: Slots. **H:** Setting.





46 Stellar system cards

Stellar systems show the location of each **species** in the galaxy. The galaxy is divided in 5 **sectors** indicated by frames of different colors on the cards and the icons. You cannot interact with other **species** unless they are on the same **sector** as you.

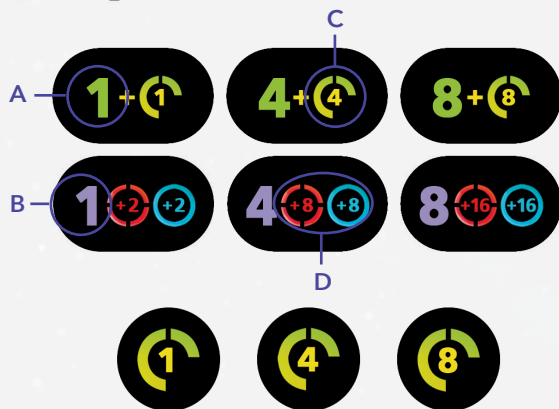
A: Sector icons. **B:** Sector color.

C: Name. **D:** Effect.



4 Tactical Tracking Screen (TTS)

Screen used to show the player's total attack and defense value. 8 attack tokens, 8 defense tokens.



28 Population tokens

They represent population units, both Military and Civil units, one on each side. 16 tokens with a value of 1, 8 tokens with a value of 4, 4 tokens with a value of 8.

A: Civil Unit. **B:** Military Unit.

C: Given Credits in the reorganization.

D: Attack and Defense.

42 Credit tokens

They represent the currency used on the universe of Space Opera. 24 tokens with a value of 1, 12 tokens with a value of 4, 6 tokens with a value of 8.

HOW TO PLAY

PREPARING THE GAME

1. Shuffle the **resources** deck and place it face-down in the center of the game zone.
2. Shuffle the **stellar system** deck and place it face-down in the center of the game zone.
3. Place all population units and credits (tokens) in the center of the game zone.
4. Deal at random two **species** per player. Each player must choose one and discard the other without showing the chosen **species** to the other players. When every player has chosen their **species**, show them and place them face-up in front of each player.
5. Determine the order of the game. Each player's turn will be designated by the initiative value of the **species** each player controls, in order from lowest to highest.

If two or more **species** have the same initiative value, players using them must reveal and show a random card from the **resources** deck. The player who reveals the cheapest **resource**, will be the first to play and the rest is arranged in order from lowest to highest.

6. Each player will take the corresponding TTS, depending on the order they play in (number 1 for the first player, number 2 for the second, and so on.) and place on it as many attack and defense tokens as their **species** initially grants.

In the TTS you must show the total amount of attack and defense points your **species** has, your military units and every **resources** but **ships** or **equipment**.

That is, all numbers with the symbol "+" must be added

7. Each player gets 4 civil population units and 4 credits and place them next to their **species** card.
8. By initiative order, every player draws 5 **resources** and keeps them on their **storage**.

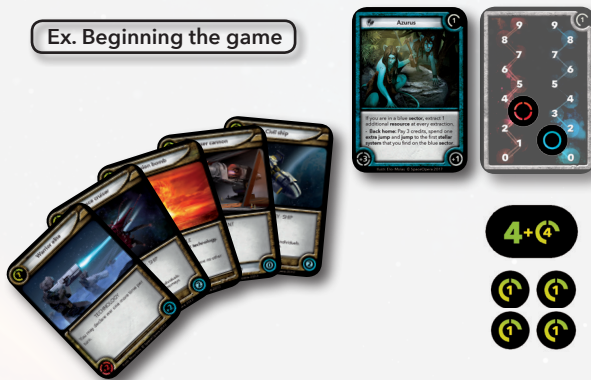
The keyword **storage** is used to refer to the player's hand. **Resources** from the **storage** must be kept hidden from other players.

9. Finally, each player chooses and keeps a **resource** from their **storage** and gives the rest to the player on their left. The new player must choose one **resource** between these four cards and gives the rest to the next player on their left. Repeat this operation until the last player receives only one **resource**.

In the competitive game mode (see Competitive game later) this election of **resources** (point 9) won't be made.

If any of the cards contradicts the rules, apply the card text, not the rule.

Ex. Beginning the game



THE TURN

When the last player (the one with the highest initiative) ends their turn, it's the first player's turn again.

While it's not the player's turn, they cannot play, unless they use an **synchronic effect** or **synchronic consumable** (see **consumable** and **synchronic** later).

At the end of the turn, the player cannot have more than 6 **resources** in their **storage**. If this happens, **resources** must be discarded until there are only 6 left.

Resources can only be discarded without using them for this reason, or by some **effect**.

The turn is made up of two phases; reorganization and activation:

Due to isolation, on the initial turn of each player, you must not perform reorganization. Also, during this initial turn, it's forbidden to **jump** (see **jump** later) as well as sacrificing population units. From the second turn on, you may play normally.

Reorganization:

At the beginning of their turn, the player must perform these actions in this order:

1. Flip **technologies** under construction and give back any credits they had on them to the central pile (see **technologies** later).
2. Obtain a civil unit and as much credits as civil units they have. This will change when **species** decline (see decline later).
3. Discard previous' turn **stellar systems**.
4. **Jump** to a new **stellar system** and extract a **resource**.

Reorganization cannot be interrupted by any player, not even using **synchronic effects**.



The Decline: Event that happens every time the **resources** deck is empty. Shuffle the cards from the discard pile and create a new **resources** deck, but the decline happens. The decline affects all players and its irreversible. From this moment on, step 2 of reorganization is permanently changed. Instead of getting one civil unit, the player must sacrifice one population unit, no matter what kind. With each new decline (empty **resources** deck) a new unit must be sacrificed.

From the first decline on, a population unit must be sacrificed on every reorganization, from the second decline, you must sacrifice two units, and so on.

Activation:

During this phase, any of these actions may be performed:

- **Use a consumable:** After paying its price, its **effect** is applied and is discarded. Some **consumables** apply their **effect** immediately and some others apply it when the card specifies so. The **consumable** won't be discarded until its **effect** is applied or cancelled.

To use a **consumable** against another player, you both must be in the same **sector**.

- **Build a technology:** It must be placed face down and on top of it as much credits as it costs. While it's faced down, the **technology** is considered under construction and its **effects** cannot be applied until it's flipped. Once faced up (flipped), the **technology** will be considered built and will remain on the game zone until it is destroyed.



The player cannot discard their own built **technologies** unless they are removed by some **effect**.

You can have a maximum of 8 built **technologies**. You must pay the whole price of each **technology** at once, you cannot pay for them in installments.

Keep in mind that all under construction **technologies** will be flipped on the next reorganization, giving back all credits to the central pile. The attack and defense value of **technologies** are added to the TTS, unless they are **ships** (see **ships** later).



- **Installing equipment:** they are added to the game directly faced up paying its corresponding price, placing it under an already built and with available **slots ship**. Each **equipment** takes up one **slot**. A **ship** with all her **equipment** is considered a sole **technology**. Once installed on a **technology**, the **equipment** cannot be uninstalled.

- **Negotiate:** As long as they are on the same **sector**, players can negotiate with other **species**. Negotiating means trading **resources** from the **storage** or credits. Negotiating may be used for giving gifts or blackmailing. Opening a negotiation doesn't necessarily mean that players must come to an agreement. Players cannot negotiate with population units or built **technologies**.

You can only negotiate on your turn or during the turn of the player you're negotiating with. You cannot negotiate during a war (see solving a war later).

• **Extra Jump:** To make an **extra jump** the player must pay 2 credits and perform the **jump** (see **jump** later). Just one **extra jump** may be performed per turn.

When **jumping**, you get one card from the top of the **stellar system** deck and you must place it on top of the **stellar system** you came from. On this **jump** you must apply the same rules as on the others, extract a **resource**.

• **Training military units:** Pay 4 credits and flip a civil unit.

Each military unit adds +2 to the attack and +2 to the defense, and **damage** 1 in the planetary assault (see **damage** and planetary assault later). Military units cannot be untrained unless through an **effect**.

Remember that the attack and defense of military units must be added to the TTS.

Military units don't grant any credit during reorganization.

• **Declaring a war:** War may only be declared once per turn. It's enough to say "I attack." to declare war to another player on the same **sector**. Once started, no one can retreat.

Each of these actions can initiate one or more phases, as their descriptions say.

If an action is initiated, it must be concluded before initiating another. That is, you cannot interrupt an action with another action. For example, you cannot train military units or to open a negotiation once a war has started.

A war begins when, during their turn, a player attacks another one. The player declaring the war is the attacker and the player receiving the declaration, is the defender.

During a war, there's two different phases that can happen: the fleet battle and the planetary assault. In the case that both phases take place simultaneously, the fleet battle will always be the first phase to resolve.

For the war to happen, the attacking player must be sure that at least one of the two phases can happen and they must be in the same **sector** as the defender.

During a war, you cannot use **effects** or norms that are not **synchronic** unless the description of the **effect** states the contrary.

During a war, both fighters are considered to be in the defender's **stellar system**. Any player who is in the defender's **stellar system** may use **synchronics** to interfere.

E.g. If the Attacker is in a red **stellar system** and the Defender is in a double red and green **stellar system**, **species** at both red and green **sectors** may interfere with this war.

E.g. If the Attacker is in a double yellow and blue **system**, but the Defender is in a yellow **system**, only species in a yellow **sector** may interfere with this war.

FLEET BATTLES

This phase happens if the defender has built **ships**. The attacker must choose which **ships** they want to attack with. The defender decides how to block them and the order in which the fights will be resolved.

If both attacker and defender have **ships**, the attacker must send at least one to participate in the fleet battle. The defender is forced to block all **ships** they can.

Each **ship** can only block or be blocked once. For blocking an attacker's **ship**, the defender must place one of their own **ships** in front of the attacking **ship**. If any of the opposing **ships** have a higher attack value than the other **ship's** defense, the other **ship** is destroyed.

If after a confrontation none of the **ships** are destroyed, both are considered blocked.

After resolving all confrontations, **ships** that took part of the Fleet Battle and that are not blocked or destroyed apply their **damage** to the opponent's population units (see **damage** later). By applying this **damage**, all defender's **ships** are considered participants in the fleet battle.

The **damage** you inflict to your enemy is the addition of all **damages** of all your unblocked **ships** that participated in the fleet battle.

The attacker is who decides which units each fighter must eliminate, civil or military units.

PLANETARY ASSAULTS

This phase may only happen if the attacker has military units and wants to do it.

Both fighters compare their total attack and defense values, as their TTS states. If any fighter's value is higher than the defense of their opponent, they **damage** the opponent (see **damage** later).

The attacker decides which units each fighter must eliminate, civil or military. Also, the attacker can steal from the defender as much credits as units they managed to eliminate.

The total **damage** inflicted during this phase is the addition of all **damages** on military units plus the **damage** of all cards that are not **ships**.

DAMAGE

Damage is inflicted upon an opponent on different phases of a war. Total received **damage** is the number of units the **damaged species** must eliminate.

Synchronics played during this phase will only apply their **effects** while the phase lasts.

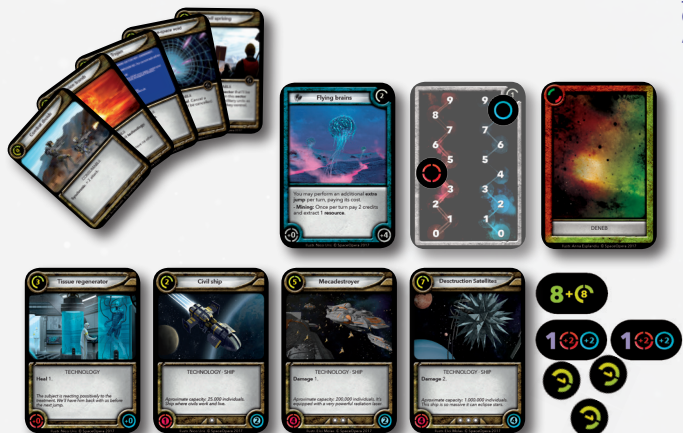
WAR EXAMPLE

During their turn, after training military units, a **species** in your same **sector** decides to attack you.

The attacker's configuration



Your configuration



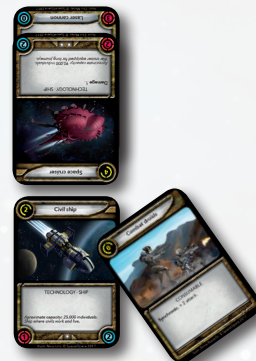
You are the defender and you have **ships** so the Fleet Battle happens first.

The attacker decides that only their "Space Cruiser" and "Destruction Satellite" will participate, leaving behind their "Civil Ship".

You decide to block the "Space Cruiser" with your "Civil Ship" and the "Destruction Satellite" with yours. Because all attackers' **ships** have already been blocked once, your "Mecadestroyer" cannot block or be blocked.



You decide to resolve first the encounter between your "Civil Ship" and your opponent's "Space Cruiser". You use "Combat Droids" to enhance your "Civil ship"'s attack.



Both **ships** are destroyed.

Then the encounter between both "Destruction Satellites" is resolved. The attacker uses "Interplanetary missile" paying 1 credit on their "Destruction Satellite". In this case, the attacker wins and destroys your "Destruction Satellite". But another player, who is in the red **sector**, uses "Thermal Decoy" on your favor. None of the "Destruction Satellites" are destroyed and they are both blocked.



As the two participant **ships** belonging to the attacker are destroyed or blocked, they achieve to inflict no **damage** at all.

However, though both of your **ships** are destroyed or blocked, you still have a "Mecadestroyer" participating on the fleet battle that's not blocked. As the "Mecadestroyer" inflicts 1 **damage**, you can eliminate 1 attacker's unit. The attacker decides to eliminate 1 civil unit.

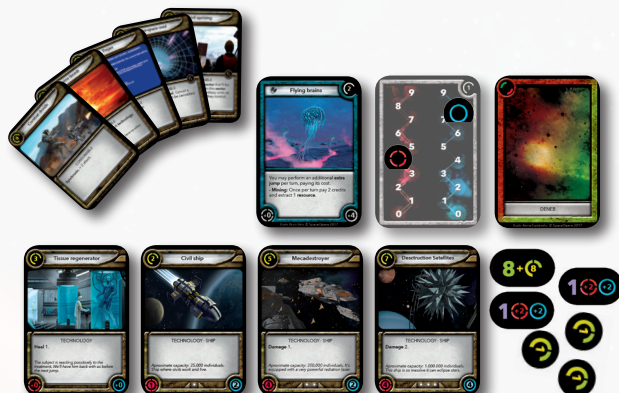
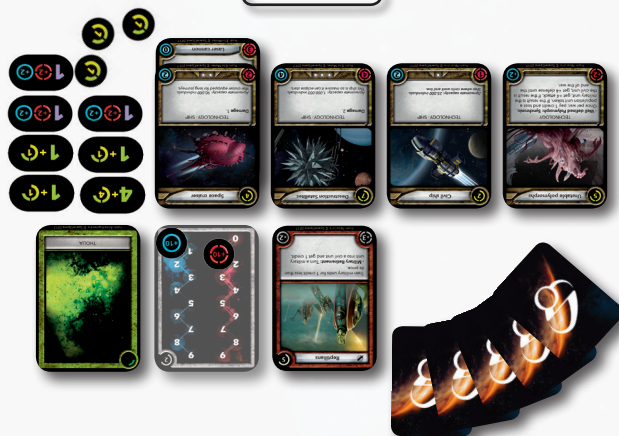


The Fleet Battle ends and the attacker decides to initiate a Planetary Assault.

The total value of attack and defense of both attacker and defender are compared. The attacker's attack value is higher than you defense so only they inflict **damage**.

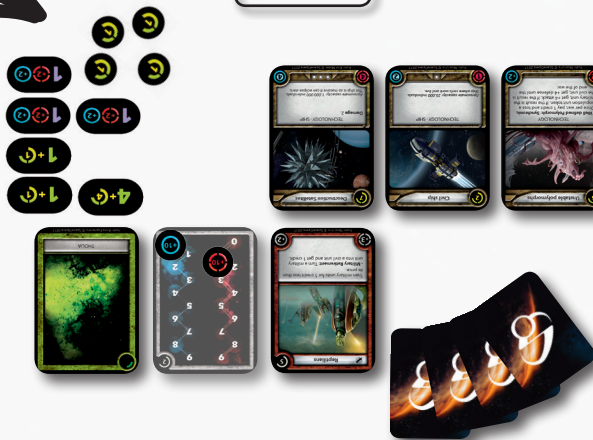


Before war



The attacker inflicts 3 **damages**, one per military unit. You **heal** 1 with the **effect** of your “Tissue Regenerator”, so they eliminate just 2 population units. The attacker decides to eliminate one civil and one military unit. Then, the attacker steals 2 credits from you.

After war



Extermination:

Being the only player with population units left.

If you end up with no more population units, your **species** is considered extinct and you lose the game.

Civilization level:

- For each 4 population units the player has, no matter civil or military, their **species** gets one level.
- For each 4 built **technologies** the player has, their **species** gets one level.

If any **species** reaches civilization level 3 or more, they win the game after their next turn, as long as all the other **species** are on lowest levels. That means they must hold on to that level until all other **species** play their turns and it's the player's turn again at least once. In case of a tie, the game goes on until the tie is broken.

Examples:

1. You just reached level 3 at the beginning of your turn, during reorganization. Then you must wait until your next turn and when that ends, you'll win the game, unless during the other players' turn someone lowers your level or ties with you.

2. You just reached level 4 to break a level 3 tie. In this case, the rule is applied just as the example above. The same happens if you reach level 5 to break a level 4 tie, etc.

3. Two **species** are tied at level 3 and you've been level 3 for more than one turn already. If you manage to lower the other **species'** level, you'll win at the end of your turn.

GLOSSARY

• **Storage:** Keyword referring to the player's hand. **Resources** inside one **species'** **storage** cannot be shown to the others.

• **Setting:** Text written in italics on some cards. This text never adds any **effect** to the card. Its only purpose is to explain details about the universe of Space Opera.

• **Effect:** **Effects** are described on the cards' text. **Effects** make actions or improve other cards. There are passive and active **effects**. Passive **effects** are permanently applied.

Important effects:

• **Damage:** **Damage** is inflicted upon a rival in different phases of a war. Total **damage** received is the number of population units destroyed from the **damaged species**.

Ship's damage is inflicted in fleet battles. Any other kind of card's **damage** is only applied on the planetary assault. Each military unit deals 1 **damage**.

• **Active effect:** in some **technologies** as well as in the majority of **species** cards, there're **effects** that have a name written in bold, next to a hyphen and followed by a colon. These are active **effects**. The majority of them have an additional price and their use is voluntary. That is, the **effect** is not applied passively, you must use them voluntarily paying their due price.

• **Jump:** This keyword shows that you must do the following: get a new **stellar system** card and place it on top of the one you had before; and then, extract a **resource**.

After a **jump** you are considered to be in the last **stellar system** you arrived. Every time you perform a **jump** a **resource** must be extracted.

• **Extra jump:** is the action available just once per turn by paying 2 credits and performing an additional **jump**.

• **Healing:** The total **healing** you have is the amount of total **damage** you can reduce on each phase.

Each card with this **effect** may apply its **healing** in fleet battles as well as planetary assaults.

• **Synchronic:** Apply it on an **effect** or **consumable** to turn it into **synchronic**. A **synchronic effect** or **consumable** can be used even if it's not the player's turn and on every phase but reorganization. Using a **synchronic** stops the phase until it's resolved.

If more than one player use **synchronics** simultaneously, the pile will be resolved from the last played **synchronic** to the first. While resolving the pile, players may add more **synchronics** and the resolution will be reinitiated.

• **Universal:** Apply it on an **effect** or **consumable** to turn it into **universal**. A **universal effect** or **consumable** can be used against **species** in different sectors as you.

• **Species:** **Species** cards indicates the **species** each player controls. The word **species** can refer to the actual card or the player, depending on context.

• **Resource:** **Resources** cards are the cards you may use during your turn. There's different types of **resources** that you can find in the **resources** deck.

Types of resources:

• **Consumable:** Is a **resource** that is discarded after use. To use it, pay its price, apply the **effect** and then discard.

Generally, the **effect** of a **consumable** is only applied during the phase it has been used but it can be different. A **consumable** can be cancelled before its **effect** ends and it is discarded.

COMPETITIVE MODE

• **Equipment:** During the turn, players can install **equipment** to their built **ships** as long as they have available **slots**. **Equipment** improves the **ship** it's installed into, applying bonuses and **effects** on the **ship**.


For being able to install an **equipment**, the **ship** must have available **slots**. A **ship** with all her **equipment** is considered a sole **technology** in every aspect and every **effect**. The price of the **equipment** is never added to the **technology's** price when receiving some **effects**. Once installed into a **technology**, the **equipment** cannot be uninstalled.

• **Slot:** Spaces **ships** have where you can install an **equipment**. Each white circle on the bottom of the **ship** cards is a slot. Each **equipment** takes a **slot** space.

• **Technologies:** you must build a **technology** before playing it and, once built, they will stay on the table until destroyed, applying their **effects** and modifiers.

You can have a maximum of 8 built **technologies** on the table.

• **Ships:** this sub-type means that this **technology** is a **ship** from your fleet. **Ships** have **slots**, where you can install **equipment**. Also, during war there's a phase specifically for **ships**, the Fleet Battle.

• **Unique:** **Resources** with this symbol  have a special rule applied on the competitive mode, explained later on that game mode.

• **Stellar System:** Card that shows the location of a **species** in the galaxy. Each **stellar system** can have one or more **sectors**, represented by the color of the card's frame and the **sector** icon.

• **Sector:** there're 5 **sectors** in the galaxy, sorted by their color and **sector** icon. The **sector** (or **sectors**) where a **species** is located is determined by the last **stellar system** they **jumped** in.

All described rules are thought to play with a single **resources** deck and a sole discard pile in the center of the table. This kind of game is called casual mode.

In the competitive mode, each player may choose the **species** they want and designs a competitive **resources** deck that works with it. During the game, each player extracts from their own deck and their **resources** are discarded on their own discard pile so each **species** have their own decline. Besides this, all other rules stay the same.

Each competitive deck must contain 1 **species** card, 40 **resources** cards, with a maximum of 3 per type. Just one copy of each card with the **unique** trait may be included in your deck.

In the competitive mode, two or more players can use the same **species** on their decks.

Preparing the game for competitive mode:

The preparation will be the same as casual mode up until point number 8, with the only exception that each player will have their chosen **species** and **resources** deck. Point 9 is substituted by this:

Each player extracts 5 **resources** and place the ones they do not want at the bottom of the **resources** deck. Then, they'll extract as much **resources** as they discarded. Shuffle again the **resources** deck.

QUICK GUIDE

Reorganization: Phase at the beginning of the turn:

1. Flip under construction **technologies**.
2. Obtain a civil unit and as much credits as civil units you have.
3. Discard **stellar systems**.
4. Jump to a new **stellar system**.

Resources: Cards from the **resources** deck. These are the “playable” cards.

Consumable: Discard to apply their **effect**.

Technology: Build them and keep them on the table. For each 4 **technologies** you increase a level. You may have a maximum of 8 built **technologies**.

Ship: **Technology** that participates in Fleet Battles and have **slots** in which you may install **equipment**.

Equipment: Install them face up under a **ship** with available **slots**.

Units: population token and life points. For each 4 units you increase a level.

Civil: Grants 1 credit during reorganization.

Military: Grants +2 attack and, +2 defense and inflicts 1 **damage**.

It costs 4 credits to train a civil unit into a military unit.

Effects: **Effects** with a special name followed by a colon are considered active and their use is optional.

Other effects:

Synchronic: This **effect** may be used even if it's not the player's turn. It's applied one by one from the last one added to the pile to the first.

Universal: It may be applied on player who are not on the same **sector**.

Damage: **Damage** value equals the number of units eliminated.

Healing: **Healing** value equals the quantity of total **damage** cancelled on each phase of a war.

War: Event happening when a player attacks another player in the same **sector**. It can only be declared once per turn and it can only be declared if at least one of its phases can take place.

Fleet Battle: First phase of a war. It happens if the defender has **ships**.

Planetary assault: Second phase of a war. It happens if the attacker has military units and wants to perform the attack.

Remember:

- You cannot interact with any **species** that are not in the same **sector** as you.
- During your turn, you can negotiate with other **species** in your same **sector**.
- You can only perform one **extra jump** per turn. The **extra jump** costs 2 credits.
- After every **jump** you must extract one **resource**.