

# FOUNDATION



**A GAME ABOUT THE FOUNDATION  
OF A GALACTIC EMPIRE  
ON THE REMNANTS OF AN OLD ONE**

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VERSION 0.7**

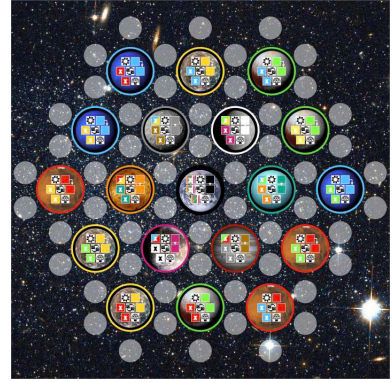
# 1. INTRODUCTION

The Galactic Empire is crumbling as the outer systems break free. But out of the remnants of the old, new ones will rise. Interplanetary trade flourishes anew, mines and factories operate as before and forgotten technologies are rediscovered. More and more planets join the rebels and eventually they are ready to challenge the Empire and lay the foundation of a new one.

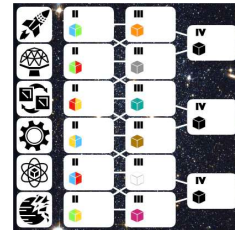
# 2. GAME COMPONENTS

- ✦ 1 Game Board depicting 1 inner planet, 6 middle planets and 12 outer planets.
- ✦ 1 Colony Board with 12 colonies.
- ✦ 1 research board with 15 research spaces; 6 level II, 6 level III and 3 level IV.
- ✦ 5 Dynasty Boards; 1 per player
- ✦ 37 kins (cylinders); 6 per player, 6 neutral (white), 1 Empire (black)
- ✦ 126 ships (discs); 24 per player and 6 for the Empire (black).
- ✦ 66 resources (cubes); 16 each of blue, green, red and yellow, 12 each of black, brown, gray, orange, teal, purple, white.
- ✦ 18 planet tiles; 12 outer planets (I) and 6 middle planets (II).
- ✦ 33 colony tiles; 16 outer colonies (I), 10 middle colonies (II), 7 inner colonies (III).
- ✦ 9 goal tiles.

Game board



Research Board



Colony Board



Dynasty Board



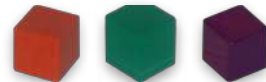
Kins



Ships



Resources



Planet tiles





Colony tiles

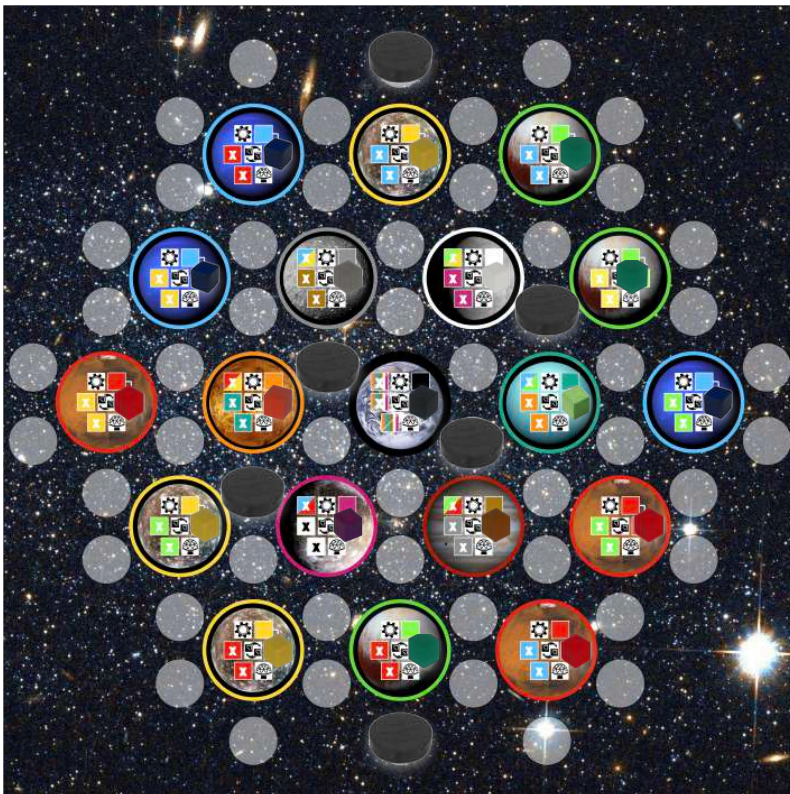


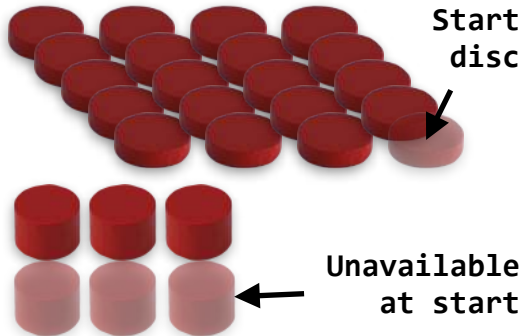
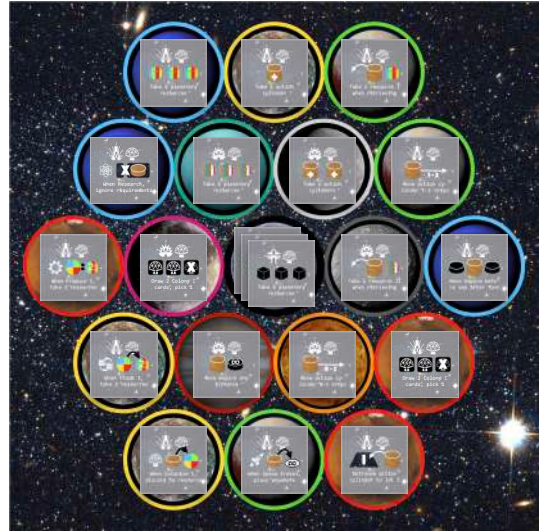
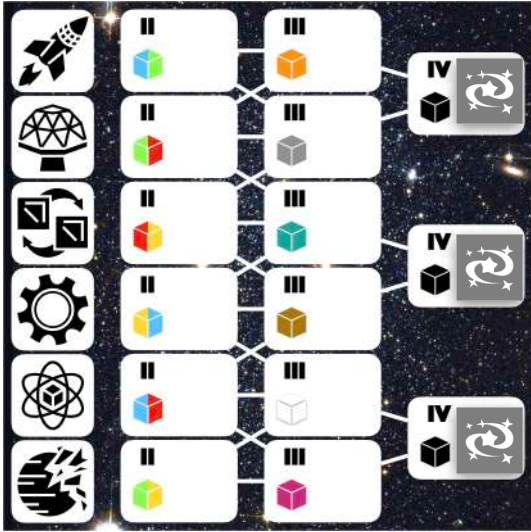
Goal tiles



### 3. GAME SETUP

1. Place the Game Board, the Research Board and the Colony Board on the table.
2. Sort the planets cards by level (I, II) and shuffle each pile. Randomly distribute the 12 level I tiles on the game board's outer planets and the 6 level II tiles on the middle planets face up. (For a quick start, use the pre-printed planets.)
3. Sort the cubes by color. On each of the 19 planets, place a cube of matching color in the box to the right of the . Place the remaining cubes within easy reach for all players.
4. Randomly place 1 pair of black discs opposite of each other on the outer ring of circles, 1 pair on the middle ring and 1 pair on the inner ring. (See image below for example of placement).
5. Sort the colony cards by level (I, II, III) and shuffle each pile. Randomly place 12 level I tiles on the Colony Board's outer planets, 6 level II tiles on the middle planets and 3 level III tiles on the inner planet face up. Discard the rest.
6. Shuffle the 12 goal tiles and place 1 on each of the 3 Research level IV spaces  face down. Discard the remaining 9 without looking at them.
7. Choose a color and take the Dynasty Board, 3 of the 6 cylinders and all discs of that color.





The player who last gazed at the stars takes the black Empire kin cylinder. Starting with that player and continuing counterclockwise, place 1 player disc on any empty outermost circle and take 1 level I resource (blue, green, red or yellow). When all players have placed 1 disc, the struggle for the remnants of the Galactic Empire begins. The player to the left of the player with the Empire kin takes the first turn.

## 4. GAME OBJECTIVE

The players are heads of dynasties in the crumbling Galactic Empire, competing through civil and military means to expand their powers and eventually assume leadership of a new Galactic Empire. The first player to fulfil one of the three secret goals is the winner.

## 5. GAME OVERVIEW

Take clockwise turns to issue two orders. An order either moves a kin to an action space on your Dynasty Board to prepare an action or retrieves a kin from Your Dynasty Board to execute the action of that action space.

## 5.1 MOVE A KIN




The Dynasty Board has six actions, each with three action levels; Novice (I), Apprentice (II) and Master (III).

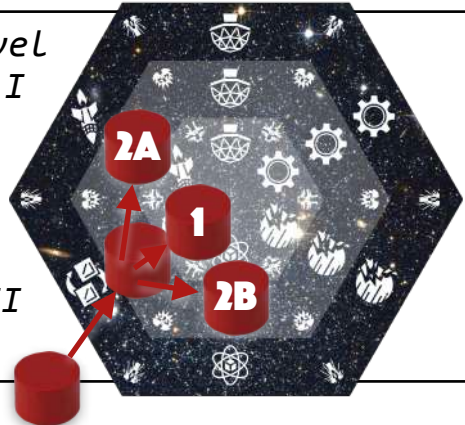


A kin moves either from the hand to any action up to the level of its research level (see 5.8 Research) or from an action to the next higher level of the same action.



If an order ends with two kins on the same action space, "bump" one to the next higher level of the same action and the other to the action space to the left or the right of the same action level (player's choice). This may trigger a chain reaction. "Bumps" may not result in more than two kins on the same action space except for "bumps" up from level III, where kins are stacked in the center.

*Red has researched Trade  Level II and may move a kin to Trade I or II. She moves it to Trade II which is occupied already. The first kin is bumped to Trade III (1) and the second kin is bumped either to Space Travel II (2A) or Research II (2B).*






## 5.2 RETRIEVE KIN

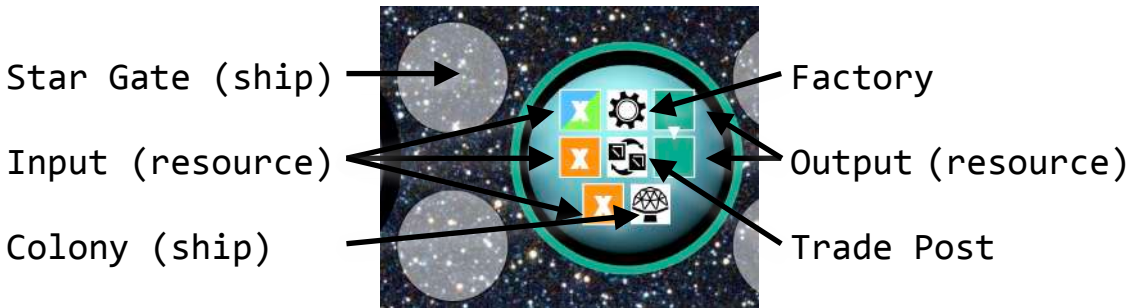
A kin may be retrieved from an action space to immediately take the corresponding action and level. The center counts as a wild action space level III.

When you take your first level I/II/III action, immediately take your 4th/5th/6th kin. The kins must be taken in order, e.g. you cannot take your 5th kin if you have not taken your 4th kin yet.

It is allowed to retrieve a kin and take a lower level action or even no action at all.

## 5.3 ACTION OVERVIEW

Each of the three action levels has six actions; Space Travel, Colonize, Trade, Produce, Research and Battle. The players use them with ships and/or resources to interact with the planets of the Empire. Resources also come in three levels based on the planet where they are found; Outer  (I), Middle  (II) and Central  (III). Central resources may be used as wild resources for any 2 level II resources or any 4 level I resources.



Generally, a ship in a star gate adjacent to a planet lets you interact with it. The box to the left of a planetary building shows the input resource required for the action and the box to the right shows the output resource received. The "X" tells that no resource is left in the box after the action and the arrow tells that the resource "slides down" after the action. The following chapters provide action details.

***If you run out of ships, you may always take a ship from a star gate and use it in your action.***

*Example:*

- ◆ *The teal planet needs 1 blue and 1 green resource to Produce 1 teal resource from the supply. Afterwards the blue and the green cubes are discarded and the teal cube slides down to the second row. If both teal boxes are full, the teal planet cannot Produce.*
- ◆ *The teal planet accepts 1 orange resource in exchange for 1 teal resource. Both the orange resource and the teal resource are taken from the planets and given to the player. If both teal boxes are empty, the teal planet cannot Trade.*

◆ The teal planet accepts 1 orange resource in exchange to let the player build a colony there. Afterwards the orange resource is discarded.

## 5.4 SPACE TRAVEL



Place one ship on an empty star gate adjacent to an own ship. Only one ship may occupy a star gate. (If you have no ship on the board, place it on any empty outermost circle.)

- I) Place 1 space gate away.  
 II) Place up to 2 space gates away.  
 III) Place up to 3 space gates away.

*Example: Yellow has a ship adjacent to the yellow planet. With space travel I, she may place a ship on (1) adjacent to the gray planet. With space travel II, she may place a ship on (2) adjacent to the white planet as well. With space travel III, she may place a ship on (3) adjacent to the black planet as well.*



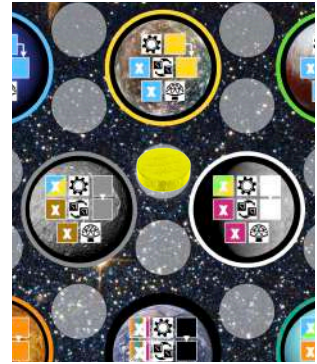
## 5.5 COLONIZE



Select one planet adjacent to an own ship and discard from your hand the corresponding colony input resource . Then take the corresponding Colony tile from the Colony Board. For the central planet, take any 1 of the remaining Colony cards. Each colony has an optional effect that either takes place once or that may be used once per turn. Flip the tile when used and flip it back at the start of your next turn. See 7.1 Colony Cards for details of the colonies.




- I) Colonize an outer planet for 1 resource I. Outer planets may be colonized once.  
 II) Colonize a middle planet for 1 resource II. Middle planets may be colonized once.  
 III) Colonize the central planet for 1 resource III. There is no limit.

*Example: With Colonize I, Yellow may colonize the adjacent yellow planet for 1 blue resource. With Colonize II, she may colonize the gray planet for 1 brown resource or the white planet for 1 purple resource. She may not colonize the black planet, since she has no ship adjacent to it.*






## 5.6 TRADE



Select two planets adjacent to own ships where one planet's trade output resource  matches the other planet's trade input resource  and vice versa. Take both trade output resources to your hand and slide down any resources from the factory output resource boxes . You may only trade if all planets have trade resources.

For Trade level III, select three planets and take all three trade output resources.




- I)  Trade 2 depicted resource I between 2 outer planets.
- II)  Trade 2 depicted resource II 2 between middle planets.
- III)  Trade any 2 resource II and 1 resource III between 2 middle planets and the central planet.

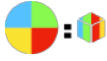

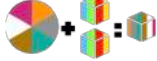



*Example: Yellow has ships adjacent to two blue and one yellow planet. With Trade I she may trade between the leftmost blue planet (requires yellow) and the yellow planet (requires blue). Note that the rightmost blue planet requires a red resource and cannot be engaged in the trade.*



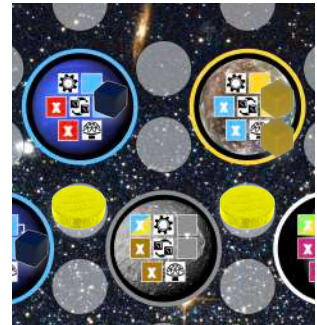
## 5.7 PRODUCE



Select one planet adjacent to an own ship with an empty factory output box . If the planet has a factory input box , also select planets adjacent to own ships with such resources. Discard the input resources (if any) and take from the supply one output resource to the box and one to your hand. If the planet's trade output resource box  is empty, slide down the resource from the factory output box. If so, you may produce again on the same planet in the same action.

- I)  =  Discard no resources to produce 1 depicted resource I on an outer planet.
- II)  =  Discard 2 depicted resource I to produce 1 depicted resource II on a middle planet.
- III)  =  Discard any 2 different resource II to produce 1 resource III.







*Example: Yellow has ships adjacent to the gray planet and planets with 2 blue and 2 yellow resources. With Produce II, she may discard all those to produce 2 gray resource on the gray planet and take another 2 for herself.*



## 5.8 RESEARCH

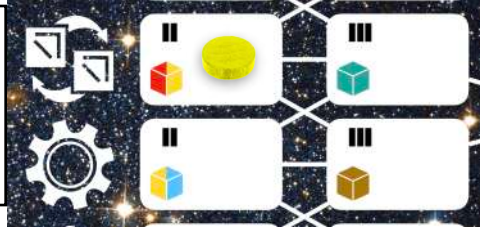


Discard from your hand a resource matching a research space on the research board and place an own player disc there. Discs of different players may be stacked in the same space.

- I)  =  Research level II and choose one of the two depicted resource I to discard.
- II)  =  Research level III and discard the depicted resource II. You must have researched at least one of its two preceding research II spaces.
- III)  =  Research level IV and discard a resource III. You must have researched at least one of its two preceding research III spaces or any one research IV spaces.

Research levels II-III lets you move kins to directly from the hand to the Apprentice (II) and Master (III) actions respectively. When you Research level IV, peek on the goal tile there but do not reveal it.

*Example: Yellow has researched Trade II. She may now discard 1 brown cube to research Produce III.*



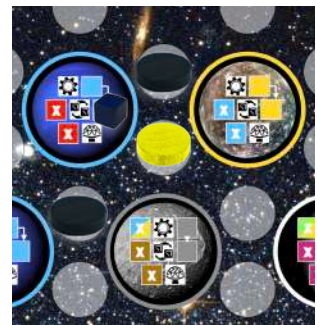
## 5.9 BATTLE



Take an Empire ship on or adjacent to an own ship to your hand. Also take one resource from any one planet adjacent to the Empire ship to your hand (if available).

- I) You may take Empire ships from the outer ring of star gates.
- II) You may take Empire ships from the outer or middle ring of star gates.
- III) You may take Empire ships from any ring of star gates.

*Example: Yellow is adjacent to two Empire ships. With Battle II, she may take the top one (middle ring). With Battle III, she may take the top one or the left one (central ring). In both cases, she may take the blue resource from the blue planet. Note that the other adjacent planets are empty.*



Unlike other actions, the Battle action may be executed out of turn if an Empire ship moves to a star gate with a ship of yours. In this case, take the Empire ship as usual but do not take any resource.

## 5.10 THE GALACTIC EMPIRE

The Empire ships move at regular intervals. When the player with the Empire kin ends the turn, he or she MUST move all Empire ships 1 star gate clockwise along their rings of star gates. The Empire kin is then passed to the player to the right.

If an Empire ship moves to a star gate with a player's ship, that player must either execute an out of turn battle as per 5.9 Battle or retrieve the ship.

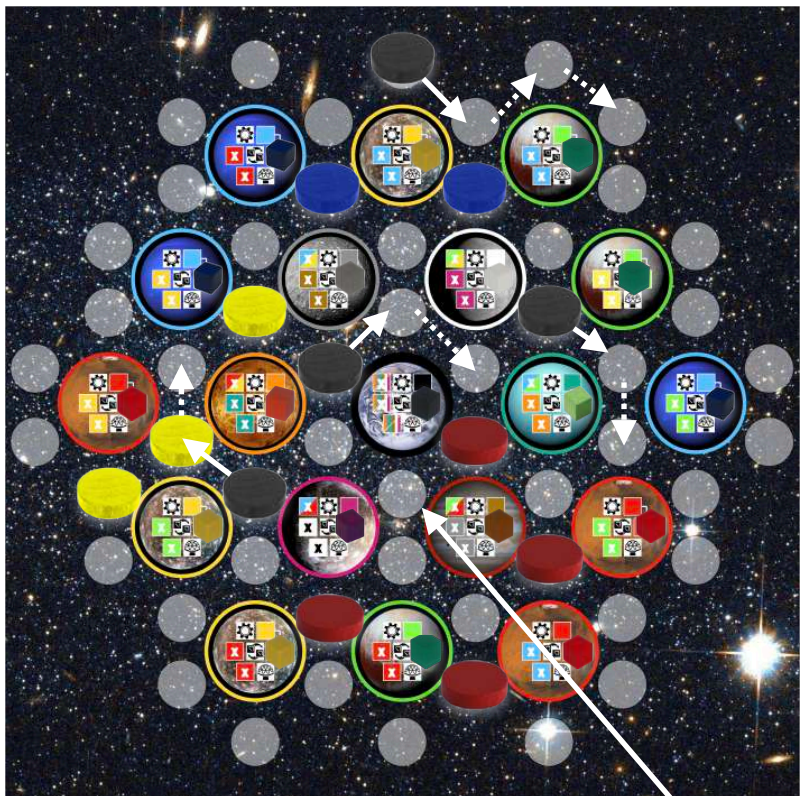
If a player removes Empire ships through the Battle action, he or she keeps them temporarily. At the end of her next turn (after any Empire ship movements), she returns 1 Empire ship to a star gate in a ring with less than 2 Empire ships. If there is a player's ship in that star gate, it is NOT removed.

Pairs of Empire ships MUST always end up opposite of each other.


*Example: Red has the Empire kin and ends her turn with 2 previously removed Empire ships on her hand. She then moves all the Empire ships clockwise 1 star gate.*

*Note that this removes a Yellow ship unless Yellow executes an out of turn Battle action.*

*Finally she returns 1 of her 2 Empire ships and gives the Empire kin to the player to her right.*



## 5.11 FREE ACTION

A player may at any time place a resource from her hand in a planet's empty factory output box . This may be useful to enable a Trade action or a Produce action.

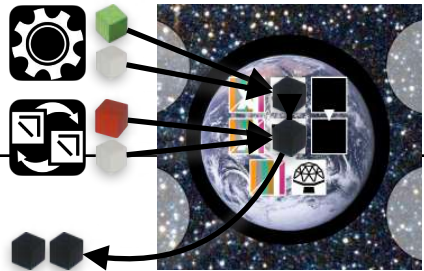
## 6 END OF GAME

If a player fulfils one of the goals on a goal tile that she has previously peeked at (see 5.8 Research), he or she may declare victory in his or her turn and reveal the goal tile. Only the declaring player wins, even if other players have fulfilled any goals.



If a player declares victory in error, the goal tile is left face up and known to all players.

See 7.2 Goal Tiles for details of goals.



*Example: Yellow has researched a goal card and knows that she needs 3 black resources to win. She has 1 black resource already and now retrieves 2 kins from the Produce and Trade actions level III respectively.*

*The Production earns her a 2nd black resource and adds 1 black resource on the central planet, which she then Trades to earn her 3rd black resource. She declares victory and proves it by flipping the goal card face up.*

# 7 REFERENCES

## 7.1 COLONY CARDS

### Level I



Take from the supply 3 of the colonized planet's resources to your hand.



Take 1 neutral kin and use as your own.



Take 1 resource I when you retrieve a kin from level I on your Dynasty Board (once per turn).



Move a kin 1 or 2 spaces sideways when it is displaced on the Dynasty Board (once per turn).



Your ships may be stacked on opponents' ships (but they may not stack on your ships).



Draw 2 Colony I tiles and choose 1 of them. Then discard both this tile and the 2nd tile.



When you retrieve kins, you may place it on any empty level I action (once per turn).



When you take the Space travel action, you may place up to twice the distance (once per turn).



When you take the Colonize I action, discard no resource (once per turn).



When you take the Trade I action, you may trade 2 pairs of resources instead of 1, even between different planets (once per turn).



When you take the Produce I action, you may produce 2 resources instead of 1, even on different planets (once per turn).



When you take the Research action, ignore the preceding level requirement (once per turn).



When you take the Battle action, you may retrieve up to 3 kins (once per turn).



Place 3 cubes on the tile. Once per turn, you may remove 1 cube and take an extra action.

## Level II



Take from the supply 3 of the colonized planet's resources to your hand.



Take 2 neutral kins and use as your own.



Take 1 resource II when you retrieve a kin from level II on your Dynasty Board (once per turn).



Move kins 0, 1, 2 or 3 spaces sideways when displaced on the Dynasty Board (once per turn).



Your ships may be stacked on or beneath Empire ships.



Draw 2 Colony II tiles and choose 1 of them. Then discard both this tile and the 2nd tile.



When you retrieve a kin, move it to the next lower level of the same action (once per turn).



You may exchange 1 resource for 1 resource of the same level from the supply (once per turn).



Peek at 1 goal tile. You must still research this goal to declare victory.

## Level III



Take from the supply 3 of the colonized planet's resources to your hand.



Take 3 neutral kins and use as your own.



Take 1 resource III when you retrieve a kin from level III on your Dynasty Board (once per turn).



Peek at 1 goal tile and draw 1 personal goal tile. You must still research those goal tiles to declare victory. (The private goal tile is researched through a Research III action and requires any Research I and II.)



You may count an Empire ship as your own ship and use it for an action (once per turn).



Draw 2 Colony cards III and choose 1 of them. Then discard both this tile and the 2nd tile.



When you move a kin to the Dynasty Board, you may move it directly to a level II action.

## 7.2 GOAL TILES



Have ships adjacent to at least 2 outer planets of each color.



Build at least 1 colony on each of the 3 planet levels, e.g. have 1 Colony card of each level.



Collect at least 3 level III resources.



Collect at least 9 different resources.



Research at least 2 of the 3 level IV researches.



Have at least 2 Empire ships on your hand.



Have kins from all actions of one level.



Have kins from all levels of one action.



Have ships adjacent to all middle planets of all colors.

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## Credits

Game design: Nicholas Hjelmberg  
Artwork: Nicholas Hjelmberg  
Production: The Game Crafter  
Game testers: Stockholm Boardgame Design Meetup  
Special thanks: My wife Su-San Oh for having to listen  
to my endless historical and game-  
technical considerations

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