

4X

Stinger / Player count

The complete 4X(perience) for 2 players

Win condition

The player with the most Planet Points in their System at the end of the game wins.

Contents

9 Planet cards, 8 Command cards, 1 Galactic Dominance card

Setup

Shuffle the Planet cards and place them in the center of the play area. Each player selects a set of 4 Command cards in a color of their choice. Place the Galactic Dominance card in the play area equidistantly between both players.

How to play

Each player selects and places one of their Command cards face down in front of them. As soon as a player has placed their Command card face down, they may attempt to gain Galactic Dominance by sliding the Galactic Dominance towards themselves into their play area. If one player has already touched the Galactic Dominance card, the other player has lost their chance to gain Galactic Dominance.

After both players have placed a Command card, reveal and resolve them.

Resolving cards

Command cards describe how they whatever.

(what beats what diagram)

In the case of a tie, the player with Galactic Dominance gains one Planet and nobody wins that hand.

When a player wins a hand, they resolve the effect of their card.

(Card effect diagram?)

Resetting Galactic Dominance

The player who has Galactic Dominance must return the Galactic Dominance card to its starting position before they select a new Command card. If they fail to do so, their opponent automatically receives Galactic Dominance.

Endgame

Once a player has six Planets in their System or the Planet deck is empty, the game ends. The player with the most Planet Points at the end of the game wins.

Credits

Game design: Matt Ajifu

Version 1.0.0