

Galaxy Children EXPLORERS

GUIDEBOOK





ABOUT
Galaxy Children

Galaxy Children are living stars born from special constellations deep in outer space. Every Galaxy Child possesses a unique name, personality, and attribute as well as the ability to evolve.

To learn more about the currently discovered Galaxy Children and their origins, attributes, Draco births and relationships please visit our website:

galaxy-children.weebly.com

RULES

Shuffle the full card deck and place face-down within reach of all players.
Starter determined by dice roll.
Game play proceeds clockwise.

Starter selects card from top of deck.

If card is a Child or Draco:

Follow the card instructions to attempt to collect it. If you are successful at collecting the card, place face up in front of you. If you are unsuccessful at collecting the card, place it face up in discard pile.

**COLLECTED CHILD AND DRACO CARDS
MUST REMAIN VISIBLE TO ALL PLAYERS.**

If card is a Galaxy Light:

Automatically collect card. This ends your turn.

Offense Cards that take an action against another player can only be used before targeted player has rolled on their turn. You may also play an Offense Card on your turn; playing the card ends your turn.

Defense Cards may be used after any player has rolled. Unless stated otherwise on the card, players may use Defense Cards to aid other players if they so choose.

After Galaxy Light cards are used they must be placed face up in discard pile.

If the card is an Event Card (EC):

Follow instructions on the card to determine outcome. ECs effect all players. After outcome is determined ECs are placed face up in the discard pile.

NOTE: If no players will be affected by EC outcome, place card face up in discard pile without rolling. This ends your turn.

If the card is a Boon Card (B*):

Automatically collect card. This ends your turn. You may use the skills on B* cards at any time. B* cards affect all players.

After B* cards are used they must be placed face up in discard pile.

GAME OBJECTIVE

The goal of the game is to be first to collect a winning hand of cards. Winning hands are determined by the attributes on collected cards.

About Attributes

Attributes determine the abilities and special traits of Galaxy Children. It also tends to translate into their primary mode of defense or attack in their child and Draco forms.

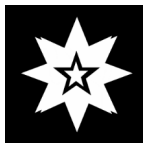
Attributes fall into one of five categories:



NEBULA

OBJECT

NULL



SPECIALTY



LEGENDARY

Winning Hand #1

5 OF A KIND

Collect 5 cards with the same Attribute

You may mix and match Children, Dracos, and duplicate cards as long as all attributes are the same



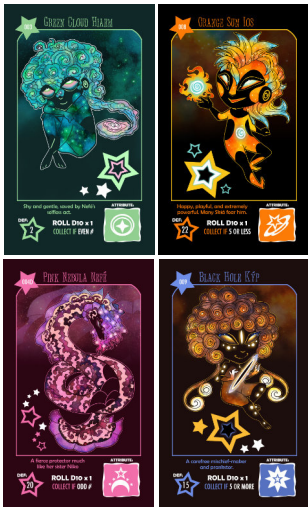
GAME OBJECTIVE

Winning Hand #2

4 STRAIGHT

Collect 4 cards with different Attributes

You may mix and match Children and Dracos



Winning Hand #3

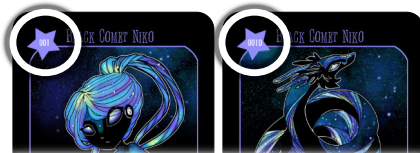
2 PAIR

Collect 2 sets of matching Child and Draco

Must be a Child with their evolved Draco form.



Pairs are labeled in the top left corner of the card.
EX: 001 and 001D making a matching set.



GAME OBJECTIVE

Winning Hand #4

LEGENDARY PAIR

Collect 1 Set of matching Legendary
Child and Draco



Legendary Cards are
identified by this
Attribute Symbol



DECK OUT

(optional)

If game play reaches the end of
the deck and you wish to end the
game you may determine a winner
by assessing whose hand has the
greatest amount of points.

Child and Draco Cards: DEF = point amount
Child/Draco with DEF 00 = 100 points

Boon Cards: 50 points

Light Cards - Defense: Adds 10 Points

Light Cards - Offense: Deducts 10 points

DISCOVER A NEW
INTERSTELLAR WORLD



DISCOVERY is the first collection of the Galaxy Children lore. Explore in-depth species details and read the individual stories of Generation I and II Children and Dracos in one colorful artbook.

Available on
[Amazon.com](https://www.amazon.com)