



2 to 4



10-15 min



8+


Rock the Galaxy

Game rules

What it's about

You're an aspiring music band from outer space. Your goal is to record singles and get fans by playing cards with matching sets of song themes. Singles and fans score you points, and when the fans run out, the player with the most points wins.

Contents


- 86 basic cards
- 15 advanced cards (marked by )
- 15 singles (5 green, 5 orange, 5 purple)
- 24 alien music fans
- 1 first-player mic token
- 4 rule cards

Setup

1. *Each player:* Pick a band. Take your *rule card* and one *single* of your color.

Orange Groove scoring

| Set | Orange Make singles | Purple or green Get fans |
|-----|------------------------|-----------------------------|
| 1 | (no yoinking) | |
| 2 | (can yoink 1) | |
| 3 | (can yoink 1 or 2) | |



Purple Rays scoring

| Set | Purple Make singles | Orange or green Get fans |
|-----|------------------------|-----------------------------|
| 1 | (no yoinking) | |
| 2 | (can yoink 1) | |
| 3 | (can yoink 1 or 2) | |



Green Thrum scoring

| Set | Green Make singles | Orange or purple Get fans |
|-----|-----------------------|------------------------------|
| 1 | (no yoinking) | |
| 2 | (can yoink 1) | |
| 3 | (can yoink 1 or 2) | |



White Noise scoring

| Set | Purple, orange or green Get fans |
|-----|-------------------------------------|
| 3 | 1 (no yoinking) |
| | 2 (can yoink 1) |
| | 3 (can yoink 1 or 2) |



Available only in 4-player games. Take 2 fans instead of a single.

2. Put *singles* and *fans* in the supply.




Your first game:

| Players | Singles | Fans |
|---------|------------------------------|------|
| 2 | 3 of each color being played | 7 |
| 3 | 3 of each color | 11 |
| 4 | 2 of each color | 15 |


Later games:

| Players | Singles | Fans |
|---------|------------------------------|------|
| 2 | 4 of each color being played | 9 |
| 3 | 4 of each color | 13 |
| 4 | 3 of each color | 18 |

3. If there are new players, set aside the advanced cards (marked by  in the upper right corner).



Shuffle the deck and deal 5 cards face down to each player. Put the deck face down in the middle.


4. Give the  to the player who's going first, which for your first game will be *the person who most recently played music or sang*. In later games, the winner of the last game can go first.

Here's what the setup will look like:

See counts above for singles and fans

Orange Groove scoring

| Set | Orange Make singles | Purple or green Get fans |
|-----|------------------------|-----------------------------|
| 1 | (no yoinking) | |
| 2 | (can yoink 1) | |
| 3 | (can yoink 1 or 2) | |





Tip:
For your first few games, try playing with your cards face up on the table.



Purple Rays scoring

| Set | Purple Make singles | Orange or green Get fans |
|-----|------------------------|-----------------------------|
| 1 | (no yoinking) | |
| 2 | (can yoink 1) | |
| 3 | (can yoink 1 or 2) | |





Green Thrum scoring


| Set | Green Make singles | Orange or purple Get fans |
|-----|-----------------------|------------------------------|
| 1 | (no yoinking) | |
| 2 | (can yoink 1) | |
| 3 | (can yoink 1 or 2) | |





White Noise scoring

| Set | Purple, orange or green Get fans |
|-----|-------------------------------------|
| 1 | (no yoinking) |
| 2 | (can yoink 1) |
| 3 | (can yoink 1 or 2) |



Only in 4-player games

Turn of play

The players take turns going clockwise, playing cards from their hand face up. A turn has three phases:

1. Action phase
2. Scoring phase
3. Draw phase

Played cards go on top of a face-up discard pile once they are resolved.

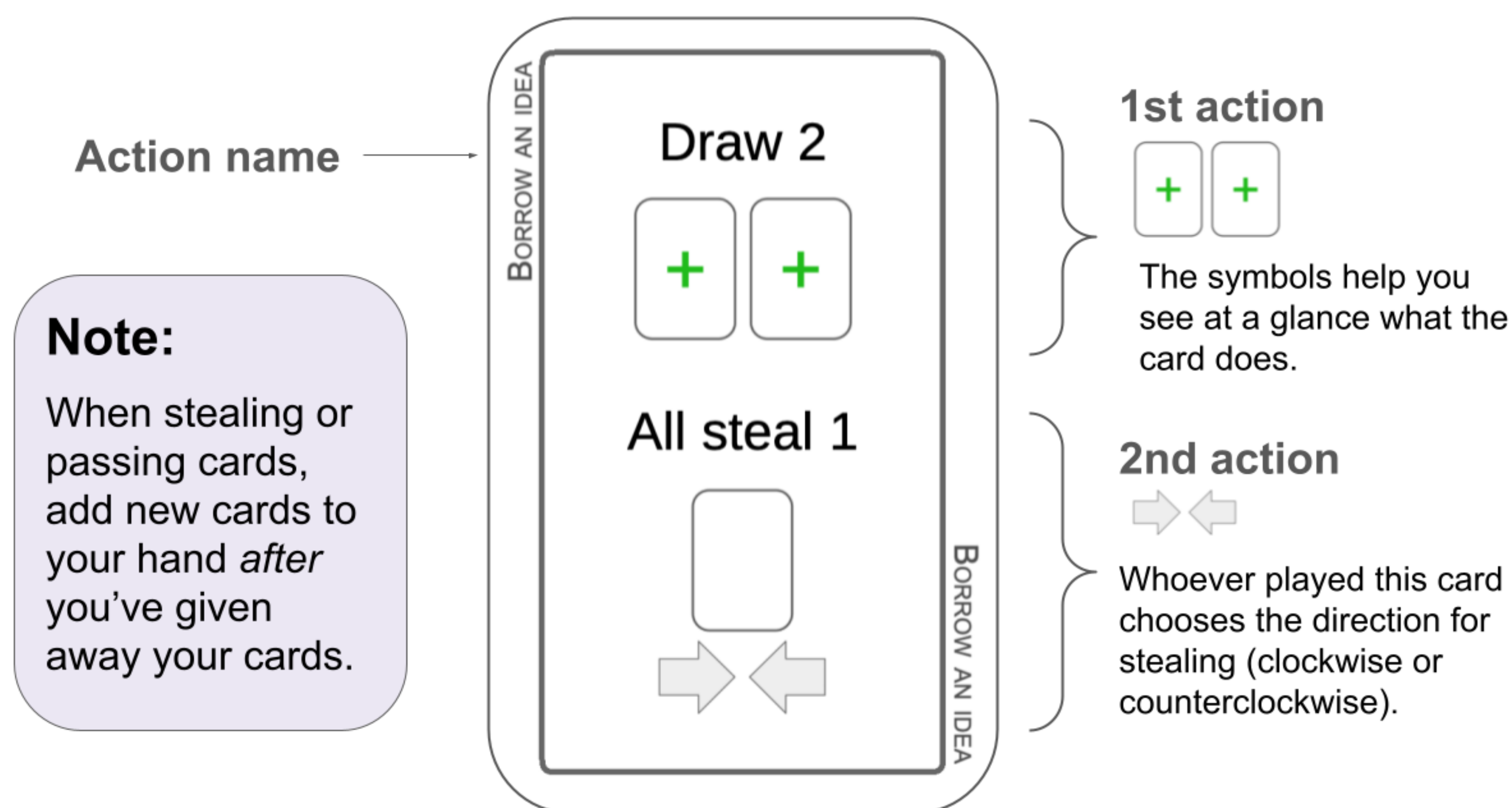
1. Action phase

Repeat until you don't want to play any more action cards (or have none left):

1. Play an action card.
2. Complete the first action on the card.
3. Complete the second action, if there is one.

You are allowed to play cards that you just drew or received from another player.

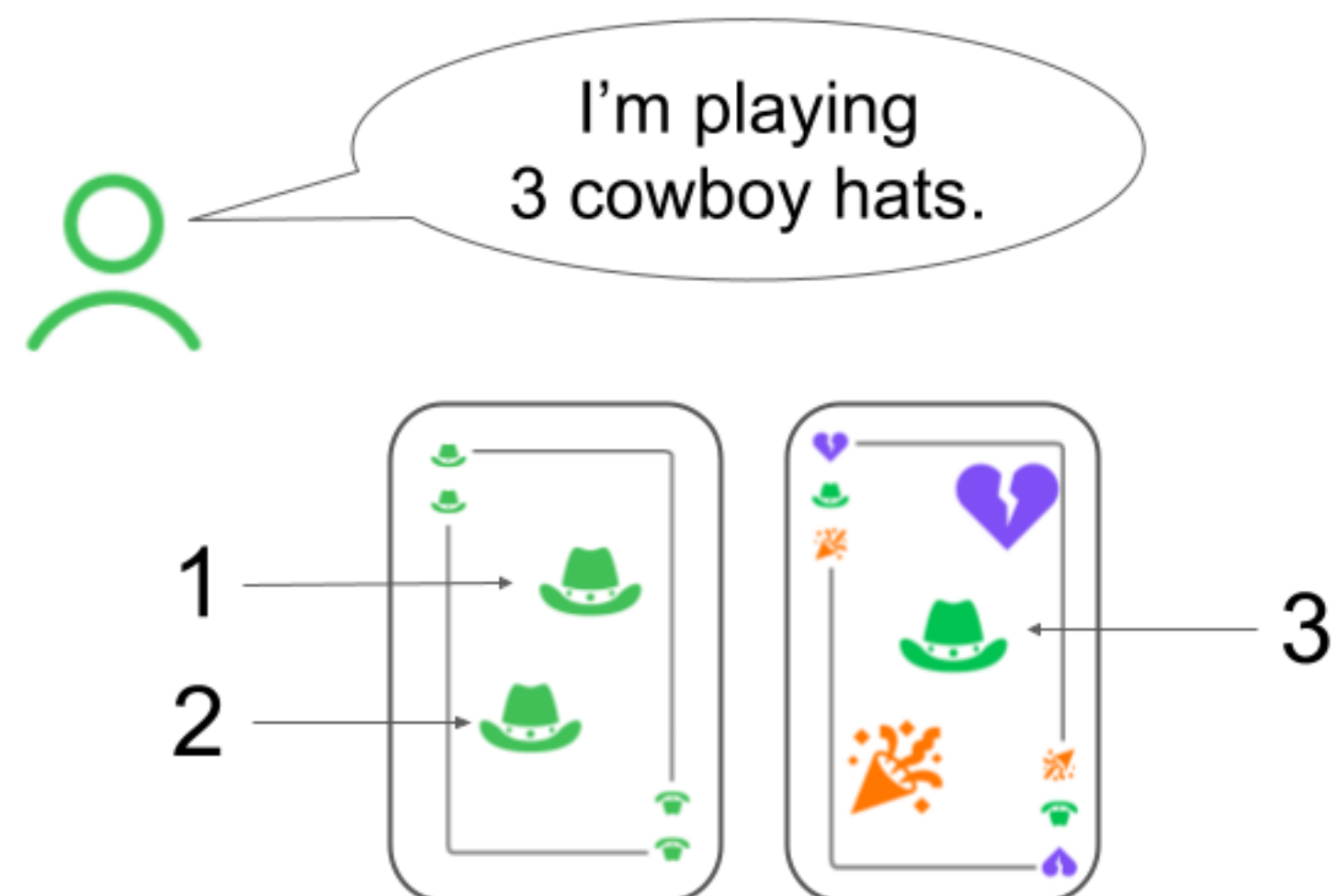
Example action card:



2a. Scoring phase: Playing a set

Once you're done playing actions, you can play one set:

1. Announce what you are playing.
2. Play a set of 3, 4 or 5 matching symbols.
You can't play extra cards.
3. Take singles or fans (*see below*).



If you played your own color:

You recorded singles! Take them from the supply.

When the singles in the supply run out, you've completed your record deal. You won't get anything more by playing your own color. You can play a set of 4 or 5 even when you only have one single left to record.

| Symbols in set | Singles recorded |
|----------------|------------------|
| 3 | 1 |
| 4 | 2 |
| 5 | 3 |

White Noise: You don't have a color, so you can never record singles.

If you played another color:

You got fans! Take them from the supply or **yoink** them from another player.

| Symbols in set | Singles recorded |
|----------------|-------------------------|
| 3 | 1 (no yoinking) |
| 4 | 2 (can yoink 1) |
| 5 | 3 (can yoink 2) |

Yoinking fans

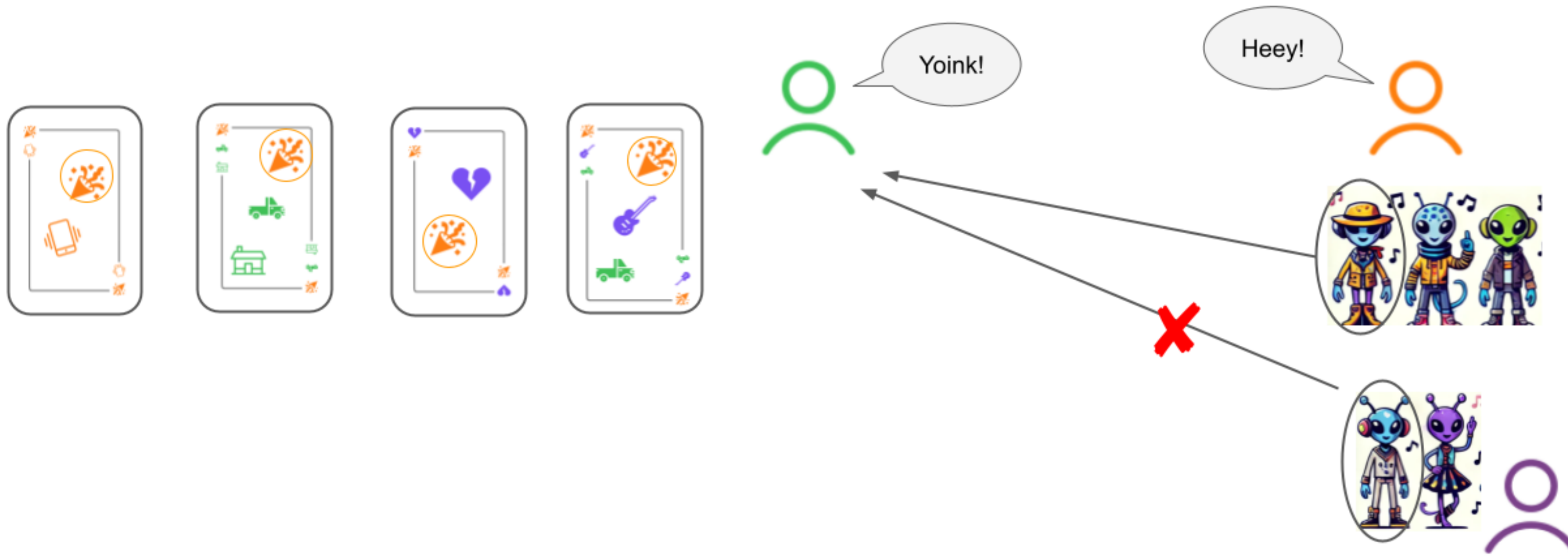
To **yoink** fans, play a set of 4+ symbols in an opponent's color. Then:

1. Take at least one fan from the supply.
2. Say "**Yoink!**", and take fans **from the opponent whose color you played**.

If the opponent whose color you played doesn't have any fans, or if you prefer, you can always get fans from the supply instead of **yoinking** them.

*In a 2-player game, you can **yoink** only by playing your opponent's color.*

White Noise: You don't have a color, so nobody can yoink your fans by playing a set.



Music cards

You can use music notes with any theme as long as the color matches.



Play as part of a set of any color



Play as part of an orange or green set

Tip:

Each song theme is always the same color (*cowboy hats*, *party poppers*, etc.).

2b. Scoring phase: Discarding

If you don't want to play a set (or don't have one), you can discard any number of cards instead.

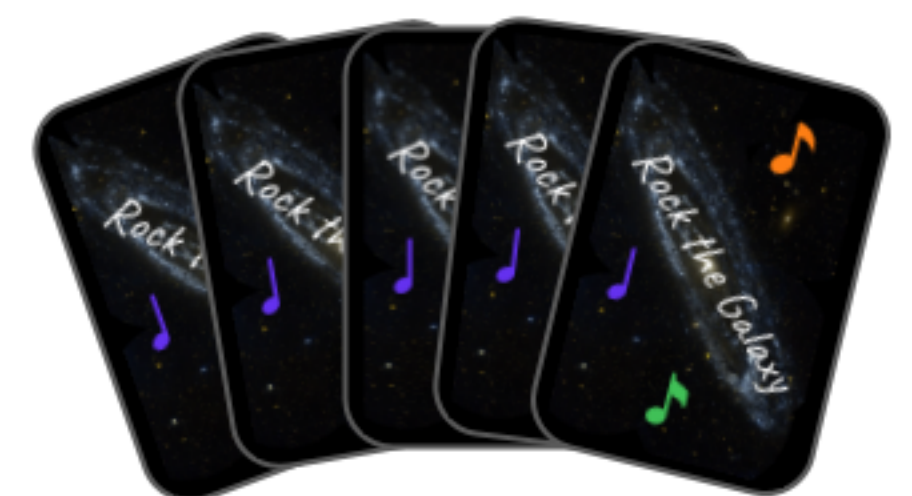
Tip:

Sometimes the best move is to discard your whole hand!

3. Draw phase

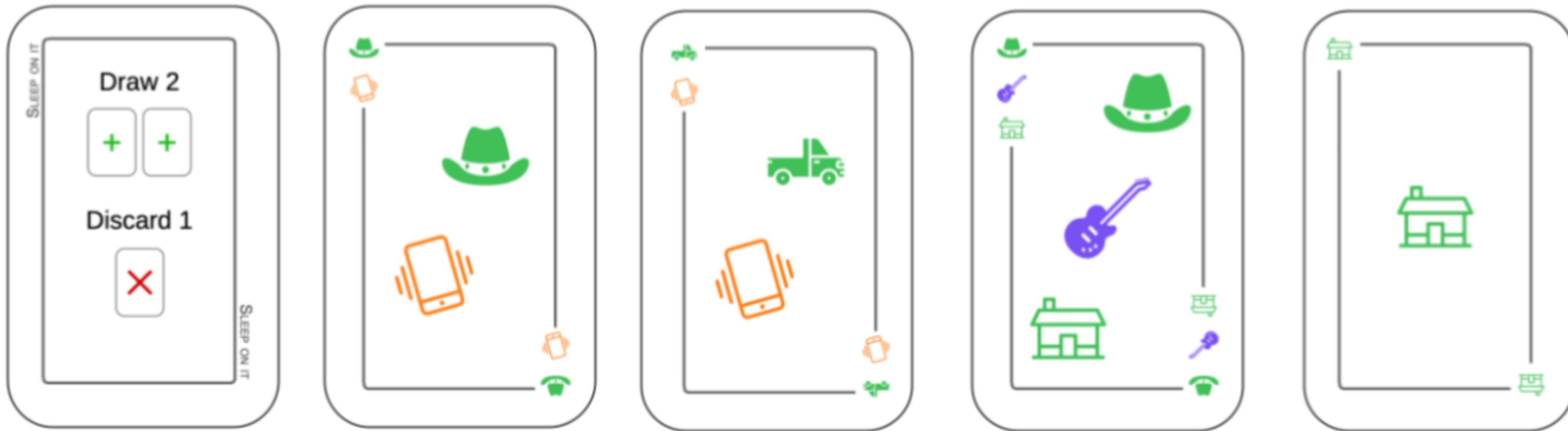
Draw from the top of the deck until you have 5 cards. If the deck runs out, shuffle the discard pile.

If you have more than 5 cards, you don't have to discard.

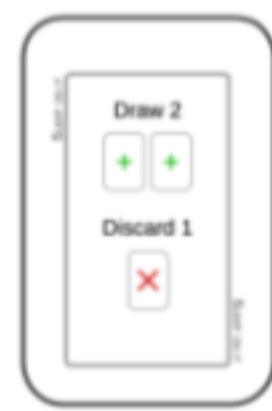


Example turn:

You are playing as **Orange Groove**. Your hand is:



Action phase: You play your only action card.

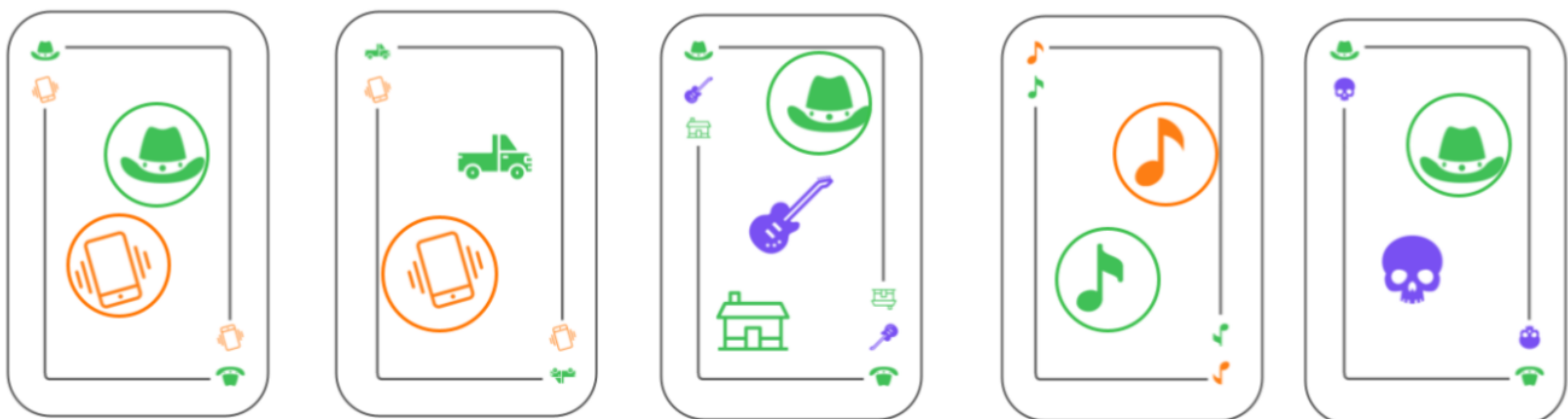


You drew these two cards.

You decide to discard this one.



You have no more actions, so you move on to the **scoring phase**.



Option 1: Play **2 cowboy hats** and a **music note** to get 2 fans.

Option 2: Play **2 cell phones** and a **music note** to record 1 single.

Your **Green Thrum** opponent doesn't have any fans for you to **yoink** yet, so if you played the **cowboy hats**, you'd get 2 fans from the supply. You decide to play the **cell phones** and record a single instead.

In the **draw phase**, you draw 3 cards for a total of 5.

End of the game

The game ends in the round when someone takes the last fan from the supply. Play until everyone has had an equal number of turns.

If you score fans when the supply is out, take them from the extras in the box.

If a player returns fans to the supply after they run out, the game still ends at the end of the round.

Final scoring

Singles are worth **2 points**. Fans are worth **1 point**. The player with the highest score wins!

Your starting singles and fans count. In case of a tie, multiple players can win.

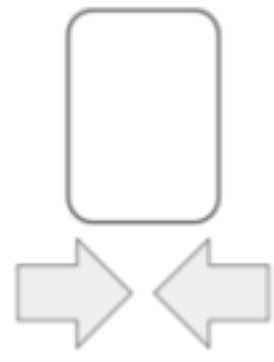
Pro tip: Save cards with more common themes.



As a quick cheat sheet, the scoring summary cards list the themes in each color ordered from most common to least common.



Basic actions



All steal 1

Whoever played the card picks the direction to steal from (left or right). Everyone steals a card without looking at their opponent's hand, and *then* adds the card they stole to their hand.



Discard 1 / 2 / 3

Put the indicated number of cards into the discard pile. *If you don't have enough, discard your whole hand. You are allowed to discard cards that you just drew as part of the current action, as well as cards you were previously holding.*



Draw 1 / 2 / 3 / 5

Draw the indicated number of cards from the top of the deck.



Opponents discard 1

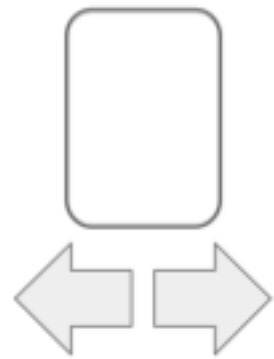
Each of the other players puts a card into the discard pile.



Yoink 1 fan

Yoink a fan from the player of your choice. *If none of your opponents have fans, you can play this card, but you don't get any fans.*

Advanced actions



All pass 1 / 2

Whoever played the card picks the direction to pass in (left or right). Everyone passes the indicated number of cards to the next player in that direction, and *then* adds the cards they received to their hand.



Discard all

Put all your cards into the discard pile.



Draw until you have 7 cards. Your turn ends.

Your turn ends right after you play this card and draw to 7 cards, so you don't get to play a set or discard this turn.



Nothing happens

Nothing happens when you play this card.

Tip: This is a great card to pass or discard!

Advanced music cards

4+

4+ only

This card can be used only in a set of 4 or 5.



Return 1 / 2 fans

Return the indicated number of fans to the supply *before* you get fans from the set you are playing. *If you don't have enough, return all your fans.*

Tip:

It's great to play these cards when you don't have fans yet.