

Singularity

◆ Objective:

In Singularity, your mission is to consume the entire galaxy. Devour planets, moons, stars, and more, while carefully managing your Gravitational Pull Points (GPP) to avoid collapsing in on yourself. Victory is yours when every celestial body has been removed from the Threshold and Distant Space—whether by consumption, destruction, or special effects. Fail, and the cosmos slips beyond your grasp.

◆ Setup:

Shuffle the Deck:

Shuffle the 50-card celestial deck.

Build the Galaxy:

Deal out 8 piles (sectors) of 5 cards each in a circle around the central discard pile (the Singularity).

Prepare Distant Space:

Place any remaining cards into the Distant Space pile.

Set GPP:

Set the Gravitational Pull Points (GPP) tracker to 1.

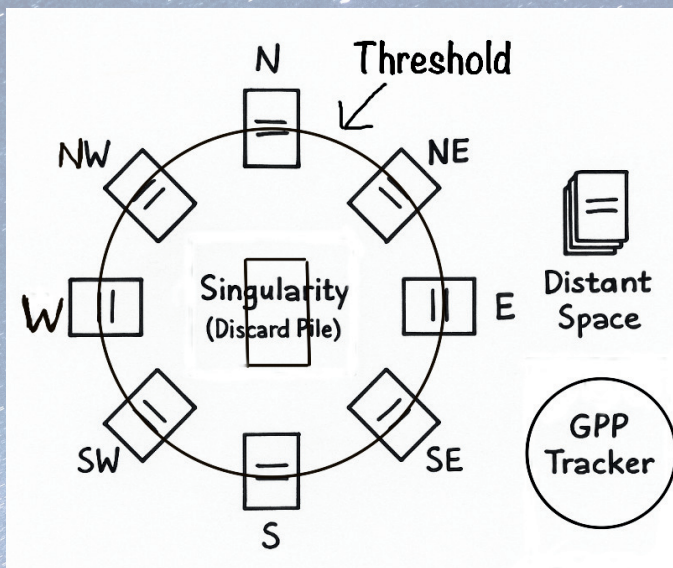
(Max GPP is 9; players begin with 1 GPP.)

Reveal:

Flip over the top card of each sector—these are now active.

The player decides the order in which any “when revealed” effects trigger.

See the card reference sheet for clarity for each card/card type



◆ Win Condition:

Clear all celestial cards from the Threshold and Distant Space—whether by consuming them, destroying them, or moving them to the Singularity through special effects—leaving no celestial bodies unclaimed.

◆ Lose Condition:

Run out of Gravitational Pull Points (GPP) with no viable options to reveal or consume additional cards.

OR: If a third Dark Rift token would need to be placed, the threshold collapses and you lose the game.

◆ Gameplay Flow:

In Singularity, your mission is simple: consume the galaxy, one card at a time.

➡ Face-Up Requirement:

You may only consume a card if all remaining sectors have their top card turned face-up (or if a sector contains a Dark Rift token due to a Nebula effect).

➡ Revealing Facedown Cards:

If any sector's top card is facedown, you must reveal it before continuing to consume.

If multiple sectors have facedown cards, reveal them all at once. When doing so, you decide the order in which any “When Revealed” effects trigger.

➡ Consuming Cards:

Choose: Select a face-up card from any sector.

Pay & Consume: Pay its GPP cost (if required) and move it to the Singularity (discard pile).

Immediate Refill:

If this was the last card in its sector, immediately refill that sector with the top card from Distant Space (face-up or facedown, matching its state in Distant Space).

If a Gravity Well Nebula prevents the refill, place a Dark Rift token there instead.

⚠ If placing a third Dark Rift token is required, you lose the game.

➡ Resolve Consumption Effects:

Planets: Gain GPP (double if a moon is aligned).

Stars: Trigger powerful effects that reshape the galaxy.

Storms & Dark Matter: Follow their unique effects (see the back page for details).

➡ Repeat:

Continue this loop until you win or lose.

◆ Managing Gravitational Pull (GPP):

As you consume the galaxy, your mission isn't just cosmic destruction—you must also maintain control over your gravitational force.

💡 **Max GPP:** Your gravitational pull maxes out at 9. Consuming planets that would push your GPP above 9 is a waste of gravity—plan your consumption wisely to avoid losing potential power.

⚠ Critical Rule:

If your GPP ever drops to 0, your black hole becomes severely weakened. In this state, you may only consume Small Planets. Medium and large planets cannot be consumed at 0 GPP.

Balancing destruction with precision is key: manage your pull carefully to keep the galaxy—and victory—within your grasp.

◆ Consuming Planets & Moons:

When you consume a planet or moon, move the card to the Singularity (discard pile) and gain the planet's associated GPP value.

🌙 **Moons Consumed Alone:** If a moon is consumed by itself, it provides no GPP—it's absorbed without strengthening or diminishing your pull.

🌕 **Aligning a Moon:** You may spend 1 GPP to place a moon into orbit around a planet. Move the moon card to the planet's sector and overlay it (so both cards remain visible). These two cards are now aligned.

⚡ **Synergy Bonus:** When you consume a planet with a moon aligned, you gain double that planet's GPP value due to the gravitational synergy.

🌪 **Cosmic Storm Protection:** If a Cosmic Storm is revealed in a sector adjacent to a planet with an aligned moon, the moon acts as a shield—the moon is destroyed instead of the planet.

◆ Consuming Stars:

When you consume a star, pay its GPP cost (if required), then move it to the Singularity (discard pile). Stars unleash powerful effects when consumed, often triggering cosmic shifts and chain reactions that reshape the galaxy.

★ **Triggering Effects:** After consuming a star, immediately resolve its unique effect. Some stars affect neighboring sectors, while others manipulate cards across the entire board (see the back page for specific star effects).

▶ **Sector Refill Reminder:** If consuming the star empties its sector, immediately refill it with the top card from Distant Space (face-up or facedown, matching its state). If blocked by a Gravity Well Nebula, place a Dark Rift token instead.

Small Planets:

When consumed, gain +1 GPP. (doubled if a Moon is aligned).

⚠️ At 0 GPP, you are critically weakened: only Small Planets may be consumed.

Medium Planets:

When consumed, gain +2 GPP. (doubled if a Moon is aligned)

❗ Medium Planets cannot be consumed if your GPP is at 0.

Moons:

When consumed alone, Moons provide 0 GPP.

You may spend 1 GPP to move a Moon into orbit around a visible planet in the threshold (place the Moon card overlapping the planet card so both are visible).

Once aligned, consuming the planet doubles its GPP value.

🌌 If aligned with a Large Planet, the gravitational synergy unleashes that planet's special effect when consumed.

⚡ If a Cosmic Storm is revealed adjacent to a planet with a Moon, the Moon is destroyed instead of the planet (sacrificing itself as a shield).

Large Planets:

When consumed, gain +3 GPP.

🌙 If consumed with a Moon in orbit: The planet's GPP value is doubled (for a total of +6 GPP).

🔥 PLUS: The planet's unique special effect is triggered, unleashing a powerful one-time ability.

Large Planets offer the greatest rewards—but only when paired with a Moon to unlock their full potential.

REFERENCE SHEET

Aetheros (Large Planet):

When consumed, gain +3 GPP. (doubled if a Moon is aligned).

Special Effect (with Moon aligned):

- Move the top card from Distant Space directly to the Singularity.
- ✅ Bypasses Gravity Well Nebulae.
- ❌ "When Revealed" effects are ignored.
- 🌍 If it's a planet, you gain its GPP as normal.

Aetheros pulls distant space into oblivion in a single, unstoppable surge.

Orrak (Large Planet):

When consumed, gain +3 GPP. (doubled if a Moon is aligned).

Special Effect (with Moon aligned):

Gain an additional +2 GPP immediately (for a total of 8 GPP gained).

⚠️ Your maximum GPP is 9; any excess is lost. Orrak supercharges your pull, surging your black hole to near maximum force.

Taurus (Large Planet):

When consumed, gain +3 GPP. (doubled if a Moon is aligned).

Special Effect (with Moon aligned):

Choose a sector and search its stack (do not rearrange).

Select one card and consume it immediately for 0 GPP.

⚠️ You may optionally trigger "When Consumed" effects on Stars, you do gain GPP if it's a planet.

Taurus bends the rules of gravity, letting you strike with precision across the galaxy.

Pulsar Star:

When Consumed:

Move the top card of any sector to a different sector of your choice.

⚠️ **Special Notes:**

If moving this card empties its original sector, refill that sector immediately.

If the refill reveals a face-up card with a "When Revealed" effect, that effect triggers after the move is fully completed.

❌ **You cannot:**

Move a White Dwarf, or place a card onto a sector where a White Dwarf is the top card. The Pulsar Star warps gravity's flow, scattering nearby celestial bodies into new, unpredictable orbits.

Neutron Star:

When Consumed:

Immediately move the top card from the Distant Space pile directly to the Singularity.

❌ **No Effects Triggered:**

The moved card's "When Revealed", "When Consumed" and "Merge" effects are ignored. If it's a planet, you do not gain GPP for it. Neutron Stars crush distant matter instantly, leaving nothing behind.

Stellar Fragments:

When Consumed:

Look at the top 3 cards in the current sector's stack (or as many as remain if fewer than 3). Rearrange them in any order, then reveal the new top card.

⚠️ **Special Notes:**

The Stellar Fragments card itself is not part of the 3 cards you look at.

This effect resolves immediately—no need to wait for the usual refill sequence. Stellar Fragments shimmer with cosmic insight, revealing glimpses of what lies ahead.

★ **White Dwarf:**

Ongoing Effect:

Once a White Dwarf is face-up on top of a sector, it locks that sector in place. No effects can move, merge, or manipulate the White Dwarf or its stack.

🚫 **Immune to:**

Merging by Dark Matter, Movement by Pulsar Star (or moving a card on top of it), Consumption by Binary Star, Being searched by Taurus (if White Dwarf is on top). It can be destroyed by the Supernova as it will be face-down and unrevealed.

✅ **Note:**

The White Dwarf can still be moved from Distant Space into the threshold as normal (its effect activates only when in the threshold). White Dwarfs are collapsed giants—dense, unyielding, and unmoved by the chaos around them.

★ **Binary Star:**

When Consumed:

Immediately consume the top card of an adjacent sector for 0 GPP.

⚠️ **Special Notes:**

If the consumed card is a planet, gain its GPP as normal (doubled if a Moon is aligned). If it's a star, its "When Consumed" effect also triggers.

🚫 **You cannot:**

Consume a White Dwarf using this effect. Trigger this ability if no adjacent sectors remain (due to merged sectors or other effects).

★ **Supernova:**

When Consumed:

Immediately consume the card directly beneath it in the same sector for 0 GPP.

⚠️ **Special Notes:**

The second card's "When Consumed", "When Revealed" and "Merge" effects do not trigger. If it's a planet, you still gain its GPP as normal. The Supernova detonates with cataclysmic force, obliterating everything caught in its blast.

●● **Dark Matter:**

When Revealed:

Immediately merge two sectors of your choice (they can include the sector where Dark Matter was revealed).

Remember: If multiple "When Revealed" cards are revealed simultaneously, the player decides the order in which they trigger.

🔄 **Merging Sectors:**

- Turn all cards in both sectors face-down before merging.
- Shuffle all cards together to form a new stack.
- Place the new merged stack in one of the two original sector spaces (your choice).

⚠️ **You may merge sectors that contain a Dark Rift token:**

- In this case, shuffle the cards from one sector only (the other is empty except for the token) and place the stack in either of the two previous sector spaces.
- If both sectors have Dark Rift tokens, there is now only one. Place the remaining token in one of the two previous sectors.

🚫 **You cannot merge a sector with a White Dwarf on top.** Dark Matter reshapes the galaxy, fusing entire sectors into one swirling mass of destruction.

⚡ **Cosmic Storm:**

When Revealed:

Destroy any Planets or Moons in sectors adjacent to the Cosmic Storm's sector (move them to the Singularity; no GPP is gained).

🔊 **Chain Reaction:**

If another Cosmic Storm is already face-up in the Threshold, it also triggers its destruction effect immediately—storms fuel each other in a violent cascade.

🛡️ **Shielding:**

If a Planet has a Moon aligned in its sector, the Moon is destroyed instead of the Planet when hit by a Cosmic Storm.

💥 **Optional Immediate Consumption:**

You may pay 2 GPP immediately when a Cosmic Storm is revealed to consume it on the spot, canceling its destructive effect. Cosmic Storms rip through the galaxy in violent waves—unless you harness the power first.

🌌 **Gravity Well Nebula:**

Ongoing Effect:

If at least one Gravity Well Nebula is face-up on top of any sector, no sectors may be refilled from Distant Space.

⚠️ **Dark Rift Tokens:**

If a sector requires a refill but a Gravity Well Nebula is present, place a Dark Rift token in that sector instead.

🌟 **Critical Rule:**

If a third Dark Rift token must be placed, the nebulae have torn the threshold apart—you lose the game.

As soon as the last Gravity Well Nebula is consumed or removed all sectors with Dark Rift tokens refill.

★ Challenges

1. Tri-Galactic Gorging

“You’ve consumed this galaxy before... and yet, here it is again. Reality is folding in on itself—three mirrored galaxies, each echoing the same celestial bodies, but each more unstable than the last. Whether you're trapped in a time loop, crossing parallel universes, or unraveling the layers of a simulated cosmos, one truth remains: Only by mastering your gravitational pull across all three iterations can you escape the cycle. Galaxies repeat. Strategies must evolve. And only the most disciplined singularity can consume its way through echoed existence and emerge triumphant.”

Play 3 games successively as a mini-campaign:

- **GAME 1:** Play with standard rules. If you win, carry over your remaining GPP to Game 2.
- **GAME 2:**
“You enter this galaxy in a weakened state”
 - If you ever reach 0 GPP, you may only consume small planets until you return to at least 1 GPP. Then resume normal play. If you win, carry over your GPP again.
- **GAME 3:**
“This galaxy gives you a feeling of strength”
 - The top card of Distant Space is face-down. While at 9 GPP, you may consume the top card for 1 GPP, ignoring reveal effects. You still gain GPP from planets, and other Distant Space cards enter the threshold normally—turning face-up and triggering effects when revealed.
- **Win all 3 games to complete the challenge.**

2. Save the twins

“Legend speaks of twin worlds—Gavbek and Linkbek—guardians of harmony amid galactic ruin. Their survival marks the end of all things. Let them be the final echo before the silence.”

- Begin the game with 4 GPP.
- Your objective is to consume the galaxy as usual but the last 2 cards you consume must be Gavbek and Linkbek in either order

3. Darkness Denied

“Dark matter swirls at the edge of your perception—fragments of collapse, merging and causing mayhem as it pulls sectors out of your grasp. Not this time.”

- Your Objective is to win the game while triggering no more than 2 Dark Matter cards.

🏆 Accomplishments

☐ Sector Survivor

Narrow the galaxy to a single sector with 10 or more cards in it and still win the game.

☐ Aetheros Precision

Consume the White Dwarf from Distant Space into the Singularity using Aetheros’s Moon ability.

☐ Twin Orbit Triumph

Consume two medium planets that each have Moons in orbit, and still win the game.

☐ Planet Defender

Have a Moon defending a large planet destroyed, and still win the game.