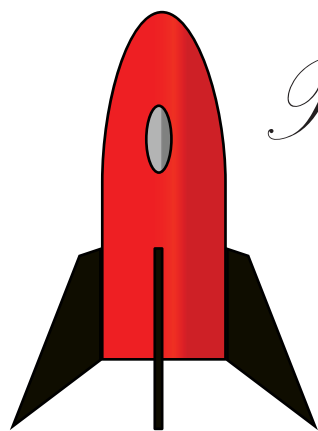


INFINITE GALAXIES

SCI-FI ROLEPLAYING



Rachel Rocket's

**ROCKET
BOOSTER**

GET BOOSTED!



Hi! **Rachel Rocket** here, and this is the Rocket Booster. I understand you want to play **INFINITE GALAXIES**. Great! We'll get started *real* soon. Before you can, though, I need to let you in on a few rules and guidelines to help you play the game. I can't give you the full run-down, but our little chat should get you ready for one-shots, convention events, and demos. I can't help you

think of a fun and exciting scenario – that's all on you, pal!

Look, buster. I'm in a bit of a hurry. If you need help with specifics on how to manage players or deal with the nuances of the story game format, I just don't have time for that! Do you know who's on my tail? If you really need help with that stuff, there are good resources available on the Internet and in published books already available.

THE BASICS

All right, so let's start with the basics. The most important thing to understand about **INFINITE GALAXIES** is that this is a story game. What I mean is that the story comes *first* and rules come *second*. You and your fellow players are telling a story, all right? It's a game, but it's also a story. I hope that makes sense. Also, and this might really rock your world, the rules don't cover *every* possible situation; whomever decides to be the Game Master (also known as a GM) will need to improvise and make rulings during the game. The GM's main job is to react to the ongoing story and improvise based on what's going on. This GM person had better be able to think quickly on their feet!

Story games, like **INFINITE GALAXIES**, are very *abstract* in nature. By this, I mean you take actions, within the *rules*, of course, and we move on with life. We don't get bogged down in *details*, though. Also, there are no maps, no figures, and no rules about movement or positioning. Listen, if you want, you can use visuals to represent where things are, if needed, but the rules do not require anything like that.

If you've got all that down, I want to explain the idea that the roles of the GM and the players are interactive. **INFINITE GALAXIES** is not a game where the GM dictates "their game" to the players; see, it's expected that the players and GM will work together to craft the game and everyone contributes to a certain extent.

Oh, no! It's about to explode! What's about to explode? Don't ask! Let's get the *heck* out of here!



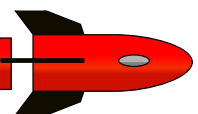
Hey, this is **Johnny Proton**. I'm going to cover for Rachel for a minute. We just barely escaped that explosion!

Where were we? Oh, yes. Resolving actions. There is a basic mechanic that covers everything you will do. Roll 2d6 (two six-sided dice) and *modify* the roll using an ability (Strength, Dexterity, Intelligence, and so forth), or possibly something else. Any risky action – opening a stuck door in the middle of a combat, defusing a ticking bomb (wish I'd thought of that!), convincing a guard to look the other way – requires *triggering* a move. So, you may ask, what's a move? A move is an action that requires resolution within the system. Some people ask me, "Johnny, do I have to roll for every little thing I do?" No! You don't need to roll for everything; some things are so simple or involve no risk and don't trigger a roll (and no move, so to speak).

What the heck is a *trigger*? No, it's not the thing on your laser pistol! A move is triggered when the action inherent in the move's description is *declared* in the fiction. For example, the trigger for the Fight move is to "attack an opponent with a close-combat weapon". Easy enough, right? Now, not all moves have so *obvious* a trigger. It's best to learn the moves you tend to use a lot (or want to use) and understand how they are triggered.

Existing moves are usually associated with one of the abilities; this is what you add or subtract when rolling for this move. In some cases, the clever GM will create a "custom" move during play and will say which ability modifies the die roll. Roll the 2d6 and modify it to get the result! Once you have this result, it is either a failure (6 or less), a partial success (7 through 9), or a complete success (10 or better). Some moves have "enhanced" versions, which are *unlocked* using advances and happen on a 12 or better.

Move descriptions state what happens on the partial and complete success results; often, the player or GM has some choices to make from a list of outcomes. When an action fails – that pesky 6 or less – the GM will intervene and state what happens. Refer to the GM Handout for guidance on the sorts of results that make sense in most situations. Now would be a good time to look through the moves in the download materials. Should the GM need to create custom moves, they should refer to existing moves for guidance on how to adjudicate different results.





CHARACTER CREATION

In **INFINITE GALAXIES**, the GM does *not* roll dice. Any time a die must be rolled – even for the damage done to the characters – a player rolls the dice. In addition, the GM does not have a “turn”, per se, but, instead, reacts to player actions and move results. Make sense?

Speaking of turns, **INFINITE GALAXIES** doesn't have an “initiative order”, like in some traditional games. Players act as they decide and the GM reacts to each as they come. Some groups prefer to act in a certain order (for example, clockwise around the table) and that's fine, so long as everyone agrees. It is possible – and preferable – to interrupt this order when it makes sense to do so.

Each character in the game has a damage die. Roll this when your character inflicts damage. Note that equipment and certain moves may modify your total damage. See below for more information about how the damage system (Vitality and Wounds) works.

Advancement in **INFINITE GALAXIES** is done by tallying *experience* (sometimes referred to as “xp”). See below for the rules regarding how xp is earned. The downloadable character sheets have 9 boxes to mark experience; once a character has 9 xp, they can pick up an advance. Yes, you can go over 9 xp; when you advance, simply deduct 9 from whatever total you have accrued.

Hey, we've got to get moving. Those battle robots aren't going to destroy themselves!



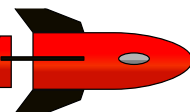
Rachel Rocket, here. I'm back now. I hope Johnny didn't *confuse* anyone! We're going to talk about how to generate **INFINITE GALAXIES** characters.

Before running the game, the GM should introduce the basic ideas and concepts of **INFINITE GALAXIES** and discuss the game mechanics (in brief). Through the character creation process, many aspects of the game will become apparent. Hey, GM, make sure to ask the players questions about their characters and the sort of things they'd like to do in the game. If not, you might not be on the same page! People often ask about setting creation. Here are my thoughts: in a *longer* game, the GM should involve the players in the setting creation process; in a *short* game, like a one-shot or convention event, I'd say don't spend a great deal of time on setting creation, but focus on where it may directly involve the player characters or the scenario the GM has planned.

The first thing to do is pass out the playbooks and let the players look at them. The GM should be familiar enough with **INFINITE GALAXIES** to give a one sentence description of each playbook and what it does. And, players, your choice of playbooks affects how the game goes! Let's say a player chooses the Ace. They will start play with a *starship*. If no one is playing the Ace, the characters may not have access to a starship. Other choices will likewise have effects on what happens in the game.

The second step is to examine the chosen playbooks. Take a good look. Read through the playbook's default move(s) and then decide on a *starting package*. A character starts play with all default moves and whatever moves are listed in the chosen package. Other moves can be picked up later (see advances).

Once a package has been selected, the third step is to assign the ability modifiers. We need to know how good this character is at certain things. You have an array of modifiers: +2, +1, +1, 0, 0, -1. Each of these is assigned to one of the abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. The choice of starting moves may influence which modifiers are assigned. At this point, it is also a good idea to calculate Vitality, which is a static value + Constitution. Players should also take note of their playbook's damage die.



The next step is to choose an *origin*. We need to know where this character is from and what they've done to this point. Each playbook has three origin options and each of these has a *benefit*. If the player chooses the "alien" origin, the player should also describe their alien species. If you are playing in the Star Patrol setting, there is a separate document, available for download, that lists origins for the species in that setting.

After this, the player should look at the playbook's equipment list. Most playbooks (sorry, Robot) have starting equipment, which is comprised of a set of default equipment and some gear picks. If a character starts with armor, it should be noted in the appropriate section of the character sheet. It may also make sense to note any damage bonuses from weapons.

The last step in this *initial phase* of character creation is for each player to decide on a name and a look for their character. If you're having trouble with a name, there are plenty of online resources with databases of names. You may want to consult with the GM and the other players to decide on a tone for your game and make sure that the name and appearance fits into that idea.

All right, so those are the basic steps. Once each player has completed this initial process, they should describe their character to the group. Once everyone has done this, players should fill in their playbook *relationships* (see below for more on relationships). Drives will not be chosen until the GM introduces the first *milestone* (see below for more on milestones and drives).

Uh oh. Looks like we've got trouble! I'm going to take off in this *escape pod*. **Hypocampus**, our alien friend, will be along in a moment to finish off my report.

NEW IN INFINITE GALAXIES



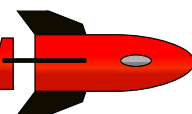
I am **Hypocampus**. My analysis shows that you humans intend to play the **INFINITE GALAXIES** game. You are unprepared to play **INFINITE GALAXIES**. Though your minds are *hopelessly* feeble when compared to mine, these Earthling brains do soak up information well. The following instructions should acclimate you to this system. Only then will you be properly prepared.

Ammo, Recharge, Consumables, and Uses

Doubtless, you humans will want to shoot laserbeams at things and use other *petty* means to solve problems. Equipment in **INFINITE GALAXIES** has one or more *tags*. Some these tags affect how the equipment is used. Ammo and Recharge are tags that represent ammunition or battery use for a weapon. Only mark these when a move or the GM directs it; these are not used *every time* the weapon is fired. An item with the consumable tag is gone once it has been used; to use it again, another will need to be acquired or purchased. An item with Uses works like Ammo or Recharge – mark a Use when a move or the GM directs you to do so. When items with Ammo, Recharge, or Uses run out (all uses have been marked), they can be reloaded or recharged; refer to the Restock move to do this.

Vitality and Wounds

History shows that humans tend to engage in violent acts and, with such actions comes harm. When damage is inflicted, a *damage die* is rolled and this result may be modified by equipment or playbook moves. Player Characters have Vitality and Wounds (NPCs, like enemies, only have Vitality). When damage is inflicted, the amount is deducted from Vitality. Once Vitality is reduced to 0, the *next time* a player character takes damage, a Wound is marked. Every time a Wound is marked, this also triggers the Wounded special move. NPCs do not have Wounds; when their Vitality is reduced to 0, they are out of action. If a character has Armor (which usually comes from equipment), this reduces damage taken – some attack types bypass armor, especially those with the Piercing tag. Most characters recover *all* lost Vitality at the end of a scene (the Robot does not and must be *repaired* instead). See below for more information on scenes.



Being “In Danger”

The result of a move may refer to a character being “in danger”. In **INFINITE GALAXIES**, a character put “in danger” may be harmed or otherwise gravely threatened unless they get out of danger. In this situation, the character has *one chance* to get out of danger; the PC or someone else will need to *do something* to get them out of danger. There are specific moves to get characters out of danger, and, sometimes, players will need to improvise ways to get a PC out of danger. Though your human minds are *weak*, you can be *clever enough*, from time to time. If a character remains “in danger” after the attempt to get them out, something bad happens to them – the GM will decide what this is, based on the ongoing story.

Scenes

INFINITE GALAXIES uses a scene system – there are certain game mechanics based on scenes, which are coherent periods of time in which the story takes place in a certain location and with the player characters doing a certain thing. This is a necessarily abstract concept. It is my solemn hope that you can somehow understand this idea. Ultimately, the GM will determine that a scene has ended and a new one has begun, but it should be obvious to the group when this has happened. A scene might be a space battle, a chase through the muddy streets of some backwater worlds, or infiltrating a dangerous sewer system. Ending a scene or beginning a new one may invoke certain game effects; check the basic, special, and playbook moves for examples of this.

Milestones, Drives, and Relationships

Milestones are general aims for the group of player characters. Your group must have a goal; otherwise, you are just wasting my time! It is advised to use some sort of *visual representation* (such as an index card or a whiteboard) to show the *terms* of a milestone. During game play, once it becomes clear what the group is trying to do, the GM will write down what action the characters are trying to accomplish – it could be “Escape the Crashing Starship” or “Rescue the Lost Robot” or “Disable the Force Field” – these are actions and should be worded in active terms. The key to writing a good milestone – beyond being incredibly intelligent and brilliant, like myself – is to start with an *action verb* and make it *clear* and *concise*. Once a milestone is completed – for good or ill – the GM will establish a new one (once it becomes clear what the characters are doing next). You may wonder if milestones and scenes are linked. I should expect such a question from a primate species like yourselves. A milestone may span several scenes and characters might pursue multiple milestones in the same scene. So, no, they are not linked in any way.

One valuable trait that Earthlings tend to possess is the ambition to *better* themselves. The experience and advancement system in **INFINITE GALAXIES** is what you use to gain new capabilities and increase the efficacy of existing ones. This system is mostly based on triggering *drives* and *relationships*. You will see that each of the playbooks has six drives and six relationships

listed. After character creation, each player will choose one relationship for each of the *other* player characters. Thus, each PC should have filled in a number of relationships equal to the total number of players minus one; for example, if there are 4 player characters, each should have filled in 3 relationships (they don’t put one for *themselves*). Drives are chosen once the GM has introduced a *milestone*. Each time a milestone is introduced, players can choose new drives (they can also choose to keep the ones they have already marked).

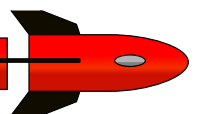
Triggering a drive or relationship means that your character takes some *action* that attempts to accomplish whatever is stated in the drive or relationship. The action might be triggering a move related to the drive or relationship, but it might also be accomplished via roleplay and not involve any die rolls. In most cases, a character does not have to be *successful* in the attempt to trigger the drive or relationship. When in *doubt*, the GM will rule whether a drive or relationship has been triggered. I’m certain they are smarter than the rest of you, though that isn’t really saying much. Relationships are triggered only for the character triggering the event; the “other” character involved in the terms of the relationship does not earn xp unless they also have a relationship that applies to the situation.

Repeating the same action over and over does not result in earning *additional* experience. In general, a character earns xp from triggering a drive or relationship once per *scene*; the GM can decide to award additional experience in extenuating circumstances (such as interacting with different characters and triggering the same drive).

Reserve

Certain moves in **INFINITE GALAXIES** generate reserve, which is a *finite* token resource used on-demand to create or change certain actions or outcomes. Refer to the move that generates the reserve to see how the reserve might be used. Some playbooks, like the Leader and the Psi, have *default moves* that generate reserve. They also start play with reserve to be used for their playbook moves. In all cases, reserve can only be used for the prescribed functions described in the generating move; unless otherwise stated, reserve from one move cannot be spent for effects listed in another move.

In most cases, reserve lasts for no longer than the current scene. In the case of reserve related to default moves (such as the Leader and the Psi), this reserve lasts until *used* and those characters have moves that can generate more reserve.



Abstract Credit and Barter System

The *monetary* system in **INFINITE GALAXIES** is abstract and intentionally so; the game is not meant to dwell on the buying and selling of goods and other minutiae. Characters may start play with 1 or 2 Credit and may earn more during play. Review the equipment lists (available via download) for examples of prices in the game. It is assumed that 1 Credit is a substantial amount of money for someone and 10 Credit is an *incredible* amount of money. Pathetic creatures such as yourselves can only hope to garner such financial power! Note that Credit is also used for some of the special and playbook moves.

Barter represents some form of tradeable good – starship parts, supplies, exotic food and wine, perhaps – that can be *traded* for goods and services. There is a special move that enables characters to use Barter to exchange for things, although the GM might just allow the trade to take place without using the move. Characters usually acquire Barter as part of their adventure and there are a few moves that use or generate Barter.

Vehicles

Humans, like other more advanced species, often must travel from place to place. Vehicles, like starships, act in many ways like characters. The Ace playbook gets The Ship, which is its own playbook. If a player chooses the Ace, they will also fill out the Ship playbook. This playbook explains, in some detail, how vessels like starships operate in the **INFINITE GALAXIES** game. Of course, the Ship is far more *advanced* and *capable* than other rank-and-file vehicles the characters might encounter. In some ways, the Ship is treated as another character in the group; it can even earn xp and advance. Keep in mind that the Ship only gains xp from completing milestones, but players can choose to *give* some of their xp to the Ship.

Vehicles have *Hull*, which acts like *Vitality* does for characters, and have *Shields*, which work like *Armor*. When the Ship is dropped to 0 Hull, and takes damage again, it marks a Critical; this works like *Vitality* and *Wounds* for characters and there is a special Critical move to roll when this happens. NPC ships and other vessels do not have Critical values; when they are dropped to 0 Hull, they go directly to the Crash Landing move.

Characters within a vessel may use Basic Vessel Moves or their own moves, depending on what they want to do. The only limitation on vessel moves is that only a *certain number* of characters can act in “crew” positions and, thus, use the vessel moves. For a given vessel, this value is listed as “Crew”. Other characters are considered “Passengers” and can use other basic moves or their playbook moves.

You have wasted enough of my valuable time, human. Away with you!

THANKS!



Whew! **Rachel Rocket** here. We survived the trip down to the planet’s surface. The battle robots are gone, I think. Our Rocket Booster is all done. Thanks for reading and

I hope you enjoy playing **INFINITE GALAXIES!**

CREDITS

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Artwork used in the Rocket Booster is courtesy of the Digital Comic Museum:
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