

QUICK REFERENCE



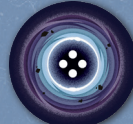
Blue Giant Star

2



Supergiant Star

3



Primordial Black Hole

4



Major Antimatter

4



Minor Antimatter

1

The value of each type of Matter and Antimatter is displayed in the center of the respective token. The 3 Matter tokens (Blue Giant Star, Supergiant Star, and Primordial Black Hole) and the Major Antimatter token each display the number of dots equal to that token's Solar Mass value (e.g. the Blue Giant Star has 2 dots in the center and thus is worth 2 Solar Mass). The Minor Antimatter token (on the back side of the Major Antimatter token) is worth 1 Discovery Counter.

SUMMARY OF ACTIONS

Gain Matter -

Place Matter that you gain on the 1 space in either your blue or pink Channel (unless an Action Card or Anomaly states otherwise). Matter can stack up to 8 Solar Mass on a single space.

Matter cannot be placed on a space which already contains Antimatter.

Orbit -

Choose either your blue or pink Channel. Move every stack of Matter and Antimatter in the chosen Channel inward the number of spaces indicated by the Orbit action (e.g. "Orbit once" moves all stacks of Matter and Antimatter inward 1 space).

Always finish your Orbit action entirely before gaining Solar Mass or Discovery Counters from any absorbed Matter and/or Antimatter.

Start each Orbit action by moving the inner-most Stack in the chosen Channel first, followed by the second inner-most Stack, then the third inner-most Stack, and so on until you have moved every Stack in that Channel.

Siphon -

Refer to the Siphon Track on the Scoreboard and identify the current size of your Black Hole. Choose one of the available Resources displayed on the Siphon Track according to the size of your Black Hole.

After expanding to the next Black Hole size, you may still choose from the Resources available at previous Black Hole sizes, as well as the Resources which correspond to your Black Hole's current size (e.g. if you Siphon when your Black Hole is Stellar, you may choose one Resource from the Stellar or Primordial options on the Siphon Track).

ANTIMATTER

Gaining Antimatter

Antimatter must be placed on the 1 space in either your blue or pink Channel (unless an Anomaly states otherwise).

When placing Antimatter on a space which already contains Matter, all Matter and Antimatter tokens on that Space are removed from your board and returned to the supply. You do not gain Solar Mass for Matter removed this way, nor do you gain Solar Mass or Discovery Counters from Antimatter removed.

You cannot place Antimatter on a Space which already contains any Antimatter token.

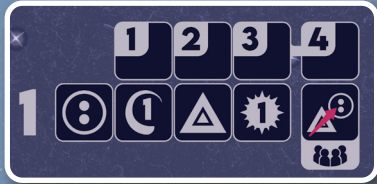
Absorbing Antimatter

Antimatter is absorbed either by Orbiting it into your Black Hole or by it landing on a Rift Space (the 3 space in both the blue and pink Channels). In order for Antimatter to be absorbed on a Rift Space, it must land there at the end of an Orbit action or Wormhole Activation. If Antimatter is Orbited past a Rift Space (e.g. through the use of a 2 or 3 Orbit action), it is not absorbed since it did not land on the Rift Space.

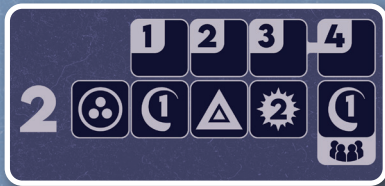
ROUNDS

Resource Draft

Beginning with the Round's starting player, choose Resources from the first Draft set.



Then choose Resources from the second Draft set. Choose these Resources in reverse turn order from the first set.



Gain Drafted Resources

Gain all of the Resources you drafted. You may gain these Resources in any order.

Example: Red chooses 1 Orbit action and 1 Blue Giant Star. Since Blue chose Antimatter, Red also gains 1 Minor Antimatter.

Red chooses to place the Minor Antimatter first, then Orbits a Channel, and lastly places his Blue Giant Star.



Player Turns

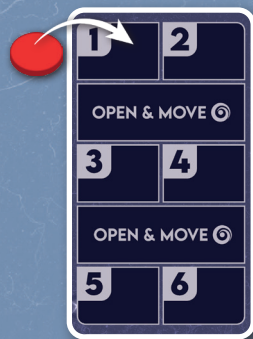
Once all players have gained their Resources, all players begin their turns. Player turns may be taken simultaneously.

If it is your first time playing ULTRAMASSIVE, it is recommended that players take their turns one at a time for the first one or two Rounds. Doing so helps new players learn the game more quickly through observation.

ROUND SETUP

Tracking Rounds & Determining Round Starting Player

After determining the game's starting player, place that player's disc on the first space on the Round Tracker.



Turns are taken in clockwise order in ULTRAMASSIVE. The next player in the turn order will start the next Round.

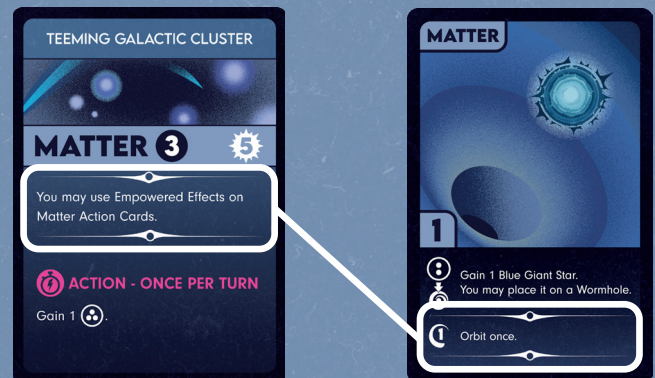
Place each player's disc on the two Resource Draft sets, first in clockwise turn order beginning with the Round starting player, then in reverse order. The Round starting player should have the first pick in the first Draft set and last pick in the second Draft set.



EMPOWERED EFFECTS

Accessing & Using Empowered Effects

All Action Cards have an Empowered Effect below their Primary Action(s). You may use the Empowered Effect on an Action Card once you have the third Anomaly of the same type as the Action Card.



Empowered Effects are always optional, however, if you choose to use the Empowered Effects on a card, you must use all of them.

Empowered Effects are used after the card's Primary Action.