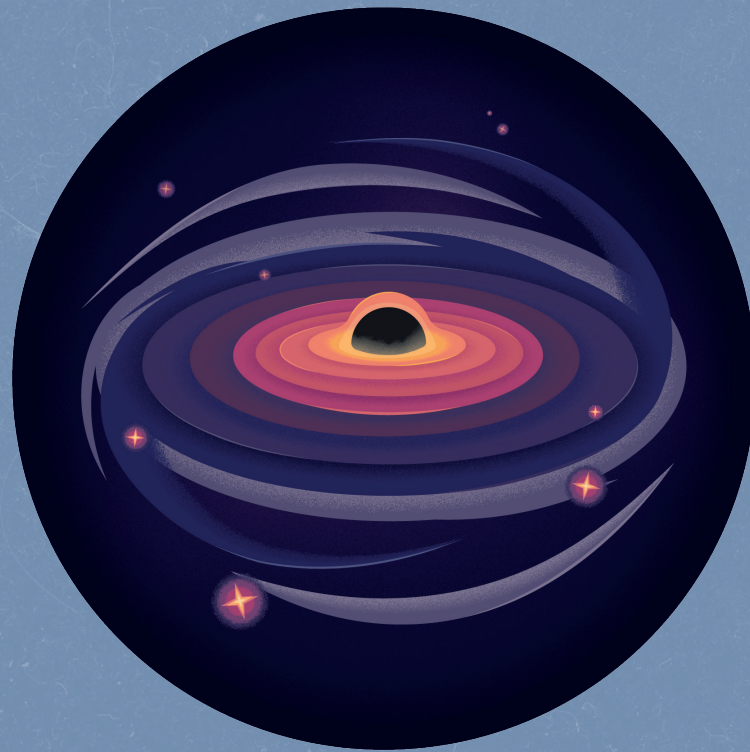


ULTRAMASSIVE

APPENDIX

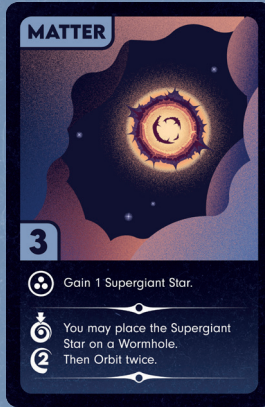


This is the Appendix to the ULTRAMASSIVE Rulebook. It contains layouts of all of ULTRAMASSIVE's Action Cards and Anomalies, as well as rulings on specific or uncommon situations that you may encounter while playing ULTRAMASSIVE. Additionally, this Appendix includes tips for new – and experienced – players.

TABLE OF CONTENTS

Action Cards	2
Anomalies	3
Rulings	5
General Rulings	5
Action Card Rulings	5
Anomaly Rulings	6
Tips	7
Credits	8

ACTION CARDS



ACTION CARD DECK

Card	Amount in Deck
Gain 1 Blue Giant Star. You may place it on a Wormhole.	10
Gain 1 Supergiant Star.	8
Orbit twice.	9
Orbit 3 times.	3
Gain 1 Discovery Counter. Siphon once.	14
Siphon twice.	3
Siphon once. Orbit once.	3

ANOMALIES

AMPLIFIED HEAT ABSORPTION

SIPHON 1 

 **ACTION - ONCE PER TURN**

 Siphon once.

HEAT MAGNET

SIPHON 2A 


 **PASSIVE**


Gain  after each of your Siphon actions.


 **ACTION - ONCE PER TURN**


Gain .


INTERMITTENT COMBUSTION

SIPHON 2B 

 **PASSIVE**

Each time you absorb any , Siphon once.

 **ACTION - ONCE PER TURN**

Gain .

ELEVATED HEAT ABSORPTION

SIPHON 3 

You may use Empowered Effects on Siphon Action Cards.

 **ACTION - ONCE PER TURN**

 Siphon once.

IGNITED SINGULARITY

SIPHON 4 

 **PASSIVE**


Gain  after each of your Siphon actions.


 **ACTION - ONCE PER TURN**

 Siphon once.

BOUNTIFUL GALACTIC CLUSTER

MATTER 1 

 **ACTION - ONCE PER TURN**

Gain 1 .

SYNTHESIZED MASS

MATTER 2A 

 **PASSIVE**

Gain  for each Matter you gain.

HYPER DENSE ANTIMATTER


MATTER 2B 

 **PASSIVE**


Each time you absorb Major , gain an additional .


Each time you absorb Minor , gain an additional .

TEEMING GALACTIC CLUSTER

MATTER 3 


You may use Empowered Effects on Matter Action Cards.



 **ACTION - ONCE PER TURN**

Gain 1 .

PROLIFIC SINGULARITY

MATTER 4 

 **ACTION - ONCE PER TURN**

Discard an Action Card. Gain  equal to that card's Power. You may place them on 1 or more . Draw an Action Card.

CHARGED VELOCITY

ORBIT 1 

 **ACTION - ONCE PER TURN**

 Orbit once.

AMBIENT ABSORPTION

ORBIT 2A 

 **PASSIVE**

For each Stack of Matter your Black Hole absorbs, gain .

SPACE-TIME DILATIONS

ORBIT 2B 

 **PASSIVE**

Whenever you Orbit a Channel with any  in it, Orbit that Channel 1 additional Space.

BLISTERING VELOCITY

ORBIT 3 

You may use Empowered Effects on Orbit Action Cards.

 **ACTION - ONCE PER TURN**

 Orbit twice.

 **PASSIVE**

You may place Matter on the second Spaces on your Black Hole Board.

SUPERLUMINAL SINGULARITY

ORBIT 4 

 **PASSIVE**

For each Stack of Matter your Black Hole absorbs, gain .


For each  your Black Hole absorbs, gain .


ANOMALOUS VERSATILITY

CORE ALPHA

 **ACTION - ONCE PER TURN**


Gain 1 of any Resource from the Siphon Track, regardless of your Black Hole size.

 **ACTION - ONCE PER TURN**

Discard up to 3 Action Cards. Gain  equal to the number of discarded cards. Draw that many Action Cards.


MATERIAL COALESCENCE

CORE BETA

 **ACTION - ONCE PER TURN**

Place 1 Major  on your board.

 **PASSIVE**

You may place any  on the second Spaces on your Black Hole Board.

WORMHOLE OMNIPRESENCE

CORE GAMMA

 **ACTION - ONCE PER TURN**


Move up to 2  on your board. Open all  moved this way.


 **PASSIVE**


After each  Activation, you may  Orbit once.


PERSISTENT EVOLUTION

CORE DELTA

 **ACTION - ONCE PER TURN**

Gain .

 **ACTION - ONCE PER TURN**

Discard an Action Card. Gain  equal to that card's Power. Draw an Action Card.

ANOMALIES

ANOMALY TYPES

Siphon

Siphon Anomalies grow in power and versatility as your Black Hole grows in size. Anomalies of this type increase the amount of Siphon actions you may use each Round and rewards you for Siphoning. As a whole, the Siphon Anomaly track acts as an all-purpose approach to your Anomaly collection, however, it lacks Orbit potential early in the game and the Empowered Effects on Siphon Action Cards are weaker than their Matter and Orbit counterparts.

Strengths: versatility, increasing power, Discovery Counter gain.

Weaknesses: lacking in Orbit actions early on, weaker Empowered Effects.

Matter

Matter Anomalies enhance your ability to generate Matter and reward you for gaining Matter and for absorbing Antimatter. Anomalies in this track excel at creating large Stacks of Matter. Acquiring multiple Matter Anomalies guarantees strong Matter build-up on your Black Hole Board throughout the game and provides a means of gaining significant Solar Mass without relying heavily on Orbit actions. Matter Anomalies do not generate Discovery Counters, however, and lots of Matter can make contending with Antimatter more difficult.

Strengths: consistent Matter generation, immediate Solar Mass gain, greatly increased Antimatter value.

Weaknesses: lacking in Discovery Counters, commonly conflicts with Antimatter.

Orbit

Orbit Anomalies enhance your ability to move Matter and Antimatter through your Black Hole Board. Anomalies of this type allow you to deal with, and benefit from, Antimatter much more easily. They also help to ensure that Matter will consistently move through your board and reward you for absorbing Matter and Antimatter alike. An Orbit-focused Anomaly build trades Matter and Discovery Counter generation for flexible movement, making you rely on Action Cards and the Resource Draft for both of these Resources.

Strengths: consistent Orbiting, greatly increased Matter value, minimizes Antimatter conflicts.

Weaknesses: lacking in Discovery Counters and Matter.

Core

Core Anomalies are only gained when your Black Hole expands. Core Anomalies fulfill a variety of purposes, synergizing with other Anomalies and helping to overcome weaknesses in your Anomaly build or strengthening your strategic focus.

SUGGESTED ANOMALY BUILDS

Below are several Anomaly builds we suggest for players playing ULTRAMASSIVE for the first time, however, experimentation is encouraged and players should take whatever approach appeals to them the most.

Siphon 1	Siphon 2A	Siphon 3	Siphon 4	Orbit 1	Orbit 2A
Matter 1	Matter 2A	Matter 3	Matter 4	Orbit 1	Orbit 2A
Orbit 1	Orbit 2A	Orbit 3	Orbit 4	Matter 1	Matter 2A
Matter 1	Matter 2A	Matter 3	Orbit 1	Orbit 2A	Orbit 3
Siphon 1	Siphon 2A	Siphon 3	Matter 1	Matter 2A	Matter 3

RULINGS

GENERAL RULINGS

Wormholes	A pair of Wormholes can be Activated even if there is no Matter or Antimatter on either of them.
Discovery Counters	Discovery Counters may be exchanged for Solar Mass at any point during the Action phase. This exchange can be performed as many times as desired.
Resource Draft	When choosing the Antimatter Removal Resource from the Resource Draft, if there is no Antimatter on your Player Board and you are not gaining Antimatter from the Resource Draft this Round, just gain 1 Blue Giant Star.
Absorbing Matter & Antimatter	Matter and Antimatter tokens do not need to be Orbiting the exact amount of Spaces required for them to land on your Black Hole.
Orbiting Wormholes	In the event that your Black Hole expands and causes 1 of your Wormholes to Orbit outward onto another Wormhole, continue to Orbit that Wormhole until it is neither overlapping your Black Hole, nor sharing a Space with another Wormhole.

ACTION CARD RULINGS

General	You may not interrupt the use of an Action Card's actions with any other action.
Action Targeting	The actions of an Action Card can resolve in different Channels (e.g. with the same Action Card, you may place a Blue Giant Star in your pink Channel, then Orbit your blue Channel)
Siphon Twice Action Card	You may choose 2 of the same, or different, Resources when playing the 'Siphon Twice' Action Card.

RULINGS

ANOMALY RULINGS

Siphon 2B	When utilizing Siphon 2B's Passive effect, perform the Siphon action gained from absorbing Antimatter after concluding the action that triggered this effect.
Orbit 2B	When Orbiting a Channel with Antimatter in it, treat '1 additional Space' as part of the same Orbit action (e.g. 'Orbit once' becomes 'Orbit twice').
	The effect of Orbit 2B is not optional and occurs every time you Orbit a channel containing at least 1 Antimatter token.
Core Alpha	Using Core Alpha's Anomaly Action to gain a Resource from the Siphon Track does not count as a Siphon action.
Core Beta	Other players do not also gain Antimatter when you use Core Beta's Anomaly Action to gain 1 Major Antimatter.
Core Gamma	When using Core Gamma's Anomaly Action, move 1 Wormhole at a time, then open both Wormholes moved this way.



TIPS

TIPS FOR SUCCESS

Managing Discovery Counters

- **Managing your Discovery Counters is integral to Discovering the Anomalies you need at the right times.** When planning your Resource Draft, consider how many Discovery Counters you will need in order to get the most beneficial Anomaly for that Round. The Resource Draft can provide Discovery Counters prior to your Discover phase, meaning you can make up any Discovery Counters you were not able to procure during the previous Round.

- **Not generating enough Discovery Counters?** Minor Antimatter can come in handy if players are competing for Discovery Counters in the Resource Draft. Let other players pick the Antimatter options in the Resource Draft to give you some Minor Antimatter to absorb. If you have Orbit actions to use, you may even be able to absorb enough Minor Antimatter prior to your Discovery phase to get that expensive Anomaly you need!

- **When your Black Hole is close to expanding, consider using Discovery Counters to get there.** Sometimes, it is more efficient to save some of your Discovery Counters to exchange for Solar Mass during your Action phase. Doing so may get you those extra 3, 4, or 5 Solar Mass you need to expand your Black Hole during your turn.

Expansion & Anomaly Tempo

- **Expanding your Black Hole to Stellar is a large boon early in the game.** Not only does it shorten your Channels, the Core Anomaly it grants can propel you to Supermassive faster than you — or your opponents — anticipated. While not always the most effective approach, utilizing a short-term-benefits strategy to rush your Black Hole to Stellar can give you flexibility and versatility over your opponents.

- **You can only Discover 1 Anomaly per turn.** Planning your next Anomaly purchase ahead of time helps to ensure that you can consistently Discover the right Anomaly to strengthen your existing Anomaly collection. Similarly, taking inventory of your Action Cards prior to the start of a Round allows you to make more informed Anomaly purchases. Don't have any Orbit actions available? Consider Discovering an Orbit Anomaly!

Strategizing Around Antimatter

- **Antimatter is an effective tool for sabotaging unprepared opponents.** If your opponents have left Matter and/or Antimatter tokens on their Channels' first Spaces and you are entering the Resource Draft, consider choosing an Antimatter option when drafting. Doing so will force your opponents to draft Resources which counteract Antimatter (and which may not directly benefit their strategy) or face the consequences of over-loaded Spaces.

- **Try to predict other players' choices in the Resource Draft.** This is especially beneficial when players prioritize Antimatter. If they are basing their strategy around gaining and absorbing Antimatter, you can slow them down by taking Antimatter from the Resource Draft yourself. Even if Antimatter is not your primary focus, taking that option away from your competition may hinder their strategy greatly.

- **Want to minimize the effects of Antimatter?** Preemptive actions and acquiring the right abilities can circumvent the threat of Antimatter almost entirely. Orbit Anomalies are particularly good at this. Having consistent Orbit actions and more flexible Matter placement will minimize Antimatter conflicts on your board.

ULTRAMASSIVE

Designed by **Alex Greenberg & Jacob Phillips**
Art by **Dayanara Agila & Alex Greenberg**

ULTRAMASSIVE is the product of two years of immense passion, late nights, and tireless playtesting. During that time, we committed ourselves to the sole purpose of making ULTRAMASSIVE the best it can possibly be. This game is truly a labor of love and we are proud to offer it as our first foray into the wonderful world of tabletop gaming. We hope that you will enjoy playing ULTRAMASSIVE as much as we enjoyed making it. From the Studio Unknown team to you, sincerely, thank you for taking the time to play our game about impossibly large celestial entities. It means the universe to us.

Dedications

To my parents, Jerry and Diana. Your unwavering support and guidance have allowed me to achieve beyond anything I could have envisioned. You have given purchase to my dreams and instilled me with the confidence to reach for them. I love you and am thankful for you every day. To my friends who went out of their way for me, who put up with me, and who stuck with me— your patience, care, and dedication mean the world to me. You keep me going.

I cannot thank you enough.

- Alex

I dedicate this game and the time and effort spent on making it a reality to Mauricio and Magahly, my parents. Between them and my sisters Anita Sofia and Adriana Isabella, I would not have made it to the end. I want to thank my partner in life, Jacob, for keeping me focused and for making sure the goal was always in sight. Additionally, the love and support of my amazing friends fueled my passion to make this game the best it could be. I thank my dog, Lilly, for keeping me sane and being the best desk companion there could be. Lastly, I dedicate this game to Nabila, who would have loved a strategy game about space. She was a beacon of curiosity who always supported my passions. I miss you every day.

- Dayanara

For my friends, who showed unwavering support throughout this adventure, you know who you are. For my family, Beau, Cody, Ben, and Kim, who have supported every ridiculous idea I've ever had to the fullest. For my wife, Dayanara, who without her patience, love, and boundless creativity, would have said no to this madness a long time ago. Lastly, for my dog Lilith, who I owe an immeasurable amount of attention to. Thank you.

- Jacob

Special Thanks

Jake Anderson, Sofia Guerra, Chih Yi Lin, and Tommy Vassallo

Playtesters

Ashley Alexander, Jake Anderson, Rowan Britton, Aaron Butler, Xiaoxiao Chen, Matt Chotlos, Matt Dworzanczyk, Matt Goodsell, Larry Grayson, Diana Greenberg, Jerry Greenberg, Sofia Guerra, Alistair Hart-Alesch, Harry Hart-Alesch, Gabe Hill, Assaf Hirsch, Theo Hollot, Samuel Kemp, Tenzin Kunsel, Johnny Lau, Adam Lavesque, Aaron LaVin, Reed Lawrence, Chih Yi Lin, Stephanie Liollo, Zachary Lyons, Jacob May, Derek Meyer, Bryanna Milligan, David Osorio, Natalie Palmer-Osorio, Jake Pfund, Beau Phillips, Cody, Phillips, Crystal Radford, Courtney Randolph, Tyler Randolph, Stephen Sarff, Bri Schulstad, Saroj Sharma, Filipp Shelobolin, Aaron Siordia, Cale Smart, Rory Tisdell, Micah Trask, Tommy Vassallo, Andrew Vilar, Thien Vuong, Demetris Williams, Michael Wolter, and Tenzin Dhonga Yeshi.

