

Star Realms 3-4 Players, 1 Deck Variant

4 Player Setup

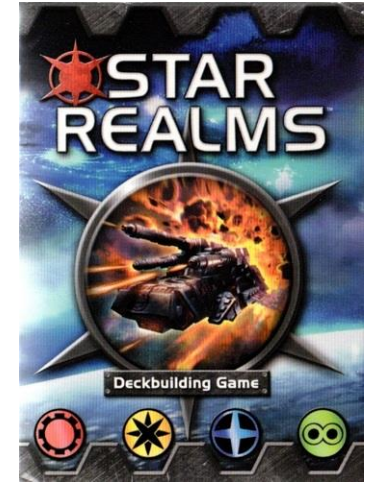
- Each player gets 1 Vyper, 2 Explorers, 4 Scouts to form the starting deck.
- At the start of the game, hand limit is 3 cards. EACH player draws 3 cards at the start.
- The starting player gets a D6 or D4 die or 4 tokens to track turns.
- Authority – Unfortunately the Authority cards included in a deck are ideal for a 2-player, 50 point game. Adding players throws off this balance.

There are several ways to handle this:

- o Recommended:
 - Do not use Authority Cards for tracking Authority points. Use dice, tokens, or old fashioned pencil and paper. Each player starts with 50 Authority points (more for a longer game).
- o Options, using Authority Cards:
 - Each player should start with the same amount of Authority.
 - There are enough Authority cards to start with 40, 36, or 32 Authority each, however that will make calculations difficult.
 - Each player could start with 30 Authority and then have several cards in a community pool for making calculations.
 - Each player could start with 27 Authority, and calculations would be fairly easy, but this may be a low starting value.

4 Player Game

- If using a die:
 - o Start the die on a 1.
 - o Each time the player having the die finishes a turn, including drawing a new hand, the count is increased by one.
 - o The first time, when the die hits 5, the die is passed to the player to the left of the starting player with a starting count of 1. Hand limit is increased to 4 for all future turns.
 - o Now the next player increases the count on the die after finishing a turn.
 - o The second time, when the die hits 5, hand limit is increased to 5 for the remainder of the game. The die is removed from the game.
- If using tokens:
 - o Start with 4 tokens.
 - o Each time the starting player finishes a turn, including drawing a new hand, pass one token to the player to the left of the starting player.
 - o When the starting player has passed all 4 tokens, hand limit is increased to 4 for future turns.
 - o Now the next player, who should now have all 4 tokens, removes a token from the game after finishing a turn.
 - o When the second player has removed all tokens from the game, hand limit is increased to 5 for the remainder of the game. Tokens are no longer used and play proceeds as usual.
- If a full round no cards are bought, all cards in the trade row are scrapped.
- If the trade deck runs out shuffle all the scrapped cards and use them as a new trade deck. Scrapped Scouts and Vipers cost 1 Gold to acquire when they come back into the trade deck.



3 Player Setup

- Each player gets 1 Vyper, 1 Explorer, 5 Scouts to form the starting deck. 1 Vyper and 1 Scout are removed from the game.
- At the start of the game, hand limit is 3 cards. EACH player draws 3 cards at the start.
- The starting player gets a D6 or D4 die or 4 tokens to track turns.
- Authority – Unfortunately the Authority cards included in a deck are ideal for a 2-player, 50 point game. Adding players throws off this balance.

There are several ways to handle this:

- o Recommended:
 - Do not use Authority Cards for tracking Authority points. Use dice, tokens, or old fashioned pencil and paper. Each player starts with 50 Authority points (more for a longer game).
- o Options, using Authority Cards:
 - Each player should start with 42 Authority Points. Discarded Authority should go into a common discard pile.

3 Player Game

- If using a die:
 - o Start the die on a 1.
 - o Each time the player having the die finishes a turn, including drawing a new hand, the count is increased by one.
 - o The first time, when the die hits 4, the die is passed to the player to the left of the starting player with a starting count of 1. Hand limit is increased to 4 for all future turns.
 - o Now the next player increases the count on the die after finishing a turn.
 - o The second time, when the die hits 4, hand limit is increased to 5 for the remainder of the game. The die is removed from the game.
- If using tokens:
 - o Start with 3 tokens.
 - o Each time the starting player finishes a turn, including drawing a new hand, pass one token to the player to the left of the starting player.
 - o When the starting player has passed all 3 tokens, hand limit is increased to 4 for future turns.

- o Now the next player, who should now have all 3 tokens, removes a token from the game after finishing a turn.
- o When the second player has removed all tokens from the game, hand limit is increased to 5 for the remainder of the game. Tokens are no longer used and play proceeds as usual.
- If a full round no cards are bought, all cards in the trade row are scrapped.
- If the trade deck runs out shuffle all the scrapped cards and use them as a new trade deck. Scrapped Scouts and Vipers cost 1 Gold to acquire when they come back into the trade deck.

Variants for the Variant

If you find that the 4th player is at a disadvantage, since they won't ever get the advantage of being the first to play with a certain number of cards, you can try this addition. Have players 1-3 start with their Explorers in their discard piles, but player 4 starts with the Explorers in her hand. This will give player 4 a bit of a boost earlier in the game to offset not getting an extra card advantage elsewhere in the game.

If you don't want to play with player elimination you can end the game as soon as the first player is killed. Then everyone adds up their Authority and the winner is the player with the most Authority. This can also mitigate the potential problem of players ganging up on one other player since they'll have to be watching their own Authority level compared to the other survivors as well.

Compiled and modified by George Jaros

(GJJ Games – <http://georgejaros.com/GJJGames>)

Based on variant by **Soul Mox** found here:

<https://boardgamegeek.com/thread/1274039/4-player-variant-one-deck>