

## Andromeda Variants

Alan Moon's Andromeda is a fun, light strategy game. It contains lots of luck which is necessary to appeal to a broader, more family audience. Collected from across the web are these variants which make the game a stronger strategy game that should increase its' appeal to the hardcore gamers. Mix and match them as you like. Enjoy! -Greg Nichols (Graduate Library Gamers)

- A. Don't stop the game when all three scoring fields on three different planets are occupied. Instead, continue until every player has been starting player twice (or perhaps three times) as long as it's an even number of starting turns per player. (Balances number of strong starting turns for all players.) [Westpark Gamers]
  
- B. In 4 and 5 player games, end the game when a majority of planets have closed (4 of the 7). (Allows for more VP opportunities for groups of 4-5 players.) [GLG]
  
- C. In conjunction with Variant B, add one additional Transport card opportunity to the game (i.e. 3 uses instead of 2). (Adds more movement of stations over the longer game.) [GLG]
  
- D. Don't allow the starting player a third action. Let him have two actions just like all the other players. (Counters some of the strength of the starting player.) [Westpark Gamers]
  
- E. When a player plays a set of cards that allows them to move more than one cube, they can split that between moving cubes from Earth and attempts on the ashtray. Players must declare what they are going to do before they start either action. (More power given to melds helping struggling players and more economic center attempts.) [Trev]
  
- F. The scoring fields of the planets are originally all different. The most valuable one has a 14-12-10 distribution and the least valuable are 8-6-4. Make them all have values of 10-8-6. (Balances the VP distribution for the planets and eliminates some of the lucky initial station distribution on higher VP planets.) [Westpark Gamers]

Here are the number replacements needed for Variant F. Cut as a strip; mount with some glue on a piece of cardboard or shirt board; and then cut them apart.



From: <http://www-personal.umich.edu/~gnichols/glg/index.html>