

GAME INSTRUCTIONS

2-4 PLAYERS 10+ Years

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Hegemon - Galactic Dominance

Manual

English

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GAMES

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1 Introduction

Welcome to the distant reaches of the galaxy of **Hegemon - Galactic Dominance**. Here, rising factions vie for supremacy. While massive empires rely on steel, firepower and industrial efficiency, others draw on the secrets of aquatic worlds or advanced biotechnology.

The goal is not to defeat opponents in battle. Instead, each faction must secure the survival of its species and pave the way to either cultural prosperity or unrivalled military might. To achieve this, the player builds a powerful empire of technologically and culturally advanced structures and formidable fleets.

Hegemon - Galactic Dominance is playable for 2 to 4 players from age 10 and up. A game lasts about 45 to 90 minutes.

All factions are mechanically identical and differ only in name and artwork. Every game starts under identical conditions, so that the strategic depth emerges from the market, the empire-building and the interaction between players.

Note

Card text that contradicts the general rules of this manual always takes precedence over those general rules!

2 Goal of the Game

In **Hegemon - Galactic Dominance** each player tries to lead their faction to supremacy in the galaxy. There are two paths to victory:

- **Military Hegemony:** If the difference in Military Power between the strongest and the weakest player reaches **15 or more points** at the end of a round, the weakest player is eliminated. If only one player remains as a result, the game ends immediately and that player wins.
- **Civilizational Prosperity:** If a player reaches **10 or more Civilization Points** at the end of a round, the game ends with a victory point scoring drawn from several sources.

Note

In **Hegemon - Galactic Dominance** there are no direct attacks between factions. No player can scrap, destroy or directly affect an opponent's cards. Military Strength is used solely to conquer settled sectors and to build one's own position on the Military Track.

3 Game Components

- 1 First Player Marker
- 243 Market Cards (ships, structures, sectors)
- Military Track (consisting of 3 parts)
- ICR Chips: 50× 1-ICR (silver), 50× 5-ICR (gold)
- Markers for special Market Cards
  - 2 green dice for the Aegis Station
- 4 factions, each containing
  - 21 Base Cards
  - 6 Faction Markers
  - 1 Faction Console



The First Player Marker



The game box



The four faction boxes



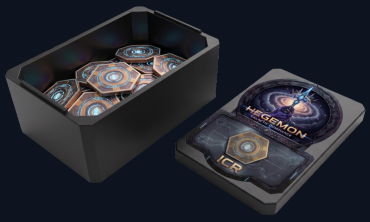
The Faction Console is integrated into the lid of the faction box.



Market Cards box; the lid serves as the discard pile.



1-ICR (silver)



5-ICR (gold)

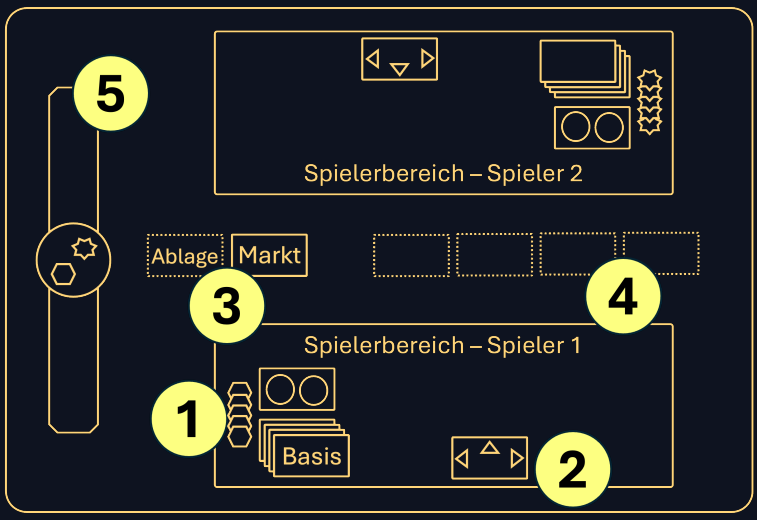
4 Key Game Terms

Term	Description
Intergalactic Credits (ICR)	The currency of the game. Available as 1-ICR chips (silver) and 5-ICR chips (gold).
Income (I)	The amount of ICR a faction receives at the start of each round.
Supply (S)	Many elements of the game require Supply. If building a card would push a player's Supply below 0, the card may not be built.
Civilization Points (C)	The end of the game is triggered at 10 Civilization Points.
Military Power (M)	The sum of the M values of all ships and structures of a faction. Determines the player's position on the Military Track.
Military Strength	The resistance value of a settled sector.
Structures	Cards that are built into the empire and stay in place (as opposed to ships).
Logistics Slots	Slots required to build structures.
Economy Link, Energy Link, Industry Link, Planetary Link	Specialized Logistics Slots that allow chains of certain types of structures.
Base Cards	Each faction's starting deck (Home Sector, 10 warships, 4 civilian ships, 6 structures). The Base Cards lie face-up in the player area and can be built at any time, provided the requirements are met. When scrapped, they return to this supply and can be built again.
Market Cards	All cards that are not part of a faction's Base Cards. These include Sector Cards, Ship Cards and Structure Cards.
Cards in Hand	Market Cards a player has acquired during the Market Phase. They are kept **hidden** and can be played in the Action Phase. Hard limit: 4 cards.
Home Sector	Each player starts their empire with this card (part of the Base Cards).
Shipyard	A structure required to build ships. A simple Shipyard is part of the Base Cards; more powerful Shipyards can be acquired as Market Cards.
Sector	All players start with a Home Sector. Over the course of the game, additional sectors can be explored and colonized or conquered.
Faction Marker	Markers belonging to a faction (6 per player). Used to mark Market Cards during the Market Phase, the player's own position on the Military Track and conquered or colonized sectors.

5 Game Setup

Note

Since the factions are mechanically identical in the base version (see Introduction), it is up to the players to choose freely or randomly which faction each player takes.



Overview of the table layout after setup in a 2-player game.

1. Each player receives a faction box. It contains the 21 Base Cards, 6 Faction Markers and the Faction Console integrated into the lid.
2. Each player picks the Home Sector out of their Base Cards and places it centred in front of themselves. The remaining Base Cards are placed as a face-up pile in the player area; they remain available for building throughout the entire game.
3. The Market Cards are shuffled and placed face-down as the draw pile in the middle of the table. The lid of the Market Cards box is used as the discard pile.
4. To prepare the market, the number of players plus 2 cards are revealed and laid out as the open market.
5. The Military Track is placed at the edge of the playing area. Each player places one of their Faction Markers on the round base of the track.
6. Each player sets their starting values on their Faction Console: 4 Income, 4 Supply.

Note

At the start of the game the first player is determined. The First Player Marker is placed in the middle of the table for this purpose. Each player takes one of their Faction Markers, then all players **simultaneously** throw or flick their markers towards the First Player Marker. The player whose marker comes to rest closest to the First Player Marker is the first player.

The first round can now begin!

6 Round Sequence

The game is played in rounds, each consisting of the following phases:

1. Phase I: The Income Phase
2. Phase II: The Market Phase
3. Phase III: The Action Phase
4. Phase IV: The Administration Phase

In the Income Phase, players receive ICR for the upcoming round. In the Market Phase, players can trade and acquire new cards to expand their empire. These cards form a hidden hand. In the Action Phase, players can play any cards from their hand or from their Base Cards, provided the requirements are met and the costs can be paid. In the Administration Phase, the score tracks and end-of-game conditions are checked, among other things.

Important Rule

The hand limit for Market Cards is **4 cards**. This limit may never be exceeded. If a player already holds 4 cards in hand, they may not gain further cards through trade. If a player receives a card from the market while already holding 4 cards, they must immediately return one of their **existing** cards in hand (not the one just acquired) to the market.

6.1 Phase I: The Income Phase

Each player takes ICR equal to their current Income.

Important Rule

- The maximum Income is 20 ICR. If a player's layout would entitle them to more, they still receive only 20 ICR.
- The amount of ICR a player owns is hidden information. Players may hide their ICR inside their faction box.

Income may also be negative. In that case the player must return ICR to the bank accordingly. If a player has negative Income and cannot return enough ICR, they are immediately eliminated from the game due to bankruptcy.

6.2 Phase II: The Market Phase

In this phase players try to acquire new cards to improve their empire. Acquired cards are taken into the hand face-down. In addition, cards in hand, ICR and ships (no Base Cards) may be traded during this phase.

At the start of the Market Phase, all players must agree whether to play with the current market or whether the market should be refreshed. **If even a single player wants to play with the current market, the market is kept!** If all players agree to a refresh, all current market cards are placed on the discard pile and new cards are revealed.

Beginning with the first player and continuing clockwise, each player may mark one card in the market with one of their Faction Markers to express their interest in that card. Players are free to pass and **not** place a marker.
A Faction Marker that has been placed may only be withdrawn or moved if all other players agree.

Important Rule

A player who explicitly opposes a market refresh may not pass; they must place their Faction Marker on a card in the market.

Once all players have either passed or placed their marker, resolution begins. If only **one** Faction Marker lies on a card, the corresponding player simply takes the card into their hand.

Note

The cost shown on a card is only paid when the card is built/played.

If two or more Faction Markers lie on a card, a hidden auction begins. The participating players make a secret bid: each takes any amount of ICR into their closed hand and extends it towards the centre of the table. Once everyone is ready, all hands are opened simultaneously. The player with the highest bid receives the card and pays the corresponding amount to the bank. All other players get their bid back. Ties are broken by player order: the card goes to the player who, starting from the first player and going clockwise, was reached first. The first player therefore wins any tie they are involved in.

If several cards are contested at once, all affected auctions are resolved **simultaneously**.

Note

- Only a player who has built a Relay Station may participate in the Market Phase!
- Trades may take place at any time during the Market Phase. Cards in hand, ICR and ships (no Base Cards) may be traded. Players are free to choose whether and how to trade. **The hand limit of 4 must always be observed.**

As the final step of the Market Phase, the market is refilled to its original number of cards.

Three possible courses of a Market Phase (4 players each, market with 6 cards):
Course 1: Marker placement without conflict. *Each player marks a different card. Since no card has more than one marker, all four players take their marked card directly into their hand.*
Course 2: Auction with a clear winner. *Player 1 and Player 3 mark the same card; Player 2 and Player 4 each mark a different card without conflict. In the auction for the shared card, Player 1 secretly bids 5 ICR, Player 3 secretly bids 8 ICR. When the hands are opened simultaneously, Player 3 wins the card, pays 8 ICR to the bank and takes it into their hand. Player 1 gets their 5 ICR back.*
Course 3: Auction with a tie. *Player 2 and Player 4 mark the same card; the other two players place markers without conflict. Both bid 4 ICR secretly. Since Player 2 comes first in turn order starting from the first player and going clockwise, Player 2 receives the card and pays 4 ICR. Player 4 gets their 4 ICR back.*

6.3 Phase III: The Action Phase

In this phase all players act simultaneously. Any number of actions may be carried out, provided the requirements are met and the costs can be paid. The following actions are available:

- Move civilian ships
- Build ships
- Build structures
- Scrap structures/ships
- Play a Sector Card
- Abandon a sector

Important Rule

- A structure or ship card may only be brought into play if its costs can be paid and enough Supply is available. Structures additionally require a free Build Slot, and the build limit must not be exceeded.
- Any structure that can perform an action may only be used once per round.

Note

It is recommended to update the values on the Faction Console after each card played. Since all players act simultaneously, a player should alert all others as soon as they reach 10 Civilization Points or a 15-point difference on the Military Track. The other players may not undo any purchases made that round, but they may still make further purchases and actions if they have the necessary resources.

6.3.1 Moving Civilian Ships

Civilian ships do not all behave the same. Depending on type, they fall into one of three categories:

- **Category 1 (travelling between sectors):** Research ships and construction ships actively fly from sector to sector. To move a ship, the ship card is placed directly underneath the Sector Card the ship is moving to. Multiple ships may be in the same sector. Each ship of this category may be moved only once per round.
- **Category 2 (remaining in the layout):** Landing ships and any other civilian ships that show a **Military Strength** on the card stay permanently with the warships pile in the player area. They do not move between sectors and contribute only their Military Strength to the faction's Conquest Strength.
- **Category 3 (docking to links):** Certain civilian Market Cards dock to a matching link, such as an Energy Link. Their core stat modifiers only take effect while docked, and typically combine positive and negative effects (e.g. high Supply consumption in exchange for a substantial Income increase). Docking and undocking is possible at any time and is not restricted.

Note

Warships are not moved: they remain for the entire game in the place they were laid down after being built, and may be arranged freely in the player area. If space is tight, they may also be stacked.

6.3.2 Building Ships

Building any ship, whether from the Base Cards or from Market Ship Cards in hand, requires a built **Shipyard**. Each faction has a basic Shipyard among its Base Cards; more powerful Shipyards can be acquired as Market Cards.

The cost is paid and the ship is placed into the player's layout. The ship is available **immediately**.

Note

Each Shipyard can build one ship per round. A faction with multiple Shipyards can build correspondingly more ships per round.

6.3.3 Building Structures

Structures, both Base Structures and Market Structures from cards in hand, can be brought into play subject to the build limits.

Each **contiguous structure complex** has its own build limit, which sets the maximum number of structures that may be built at this complex per round. Complexes are the Home Sector, all explored or conquered sectors, as well as individual Market Cards laid out separately (e.g. the Corus Core).

The standard build limits are printed on every card that can start a new structure complex. Some cards increase the build limit **at the complex they are attached to**. Examples include the Service Station and the construction ship.

Important Rule

The build limit bonus of a construction ship applies to only one complex per round. It is not allowed to build at one complex, then move the ship and use the bonus at the new complex in the same round.

Example: A player has a Home Sector (build limit 1), a Corus Core (build limit 1), a colonized sector (build limit 0) and a construction ship. Without further aids the player can build 1 structure at the Home Sector and 1 structure at the Corus Core per round, but none at the colonized sector. If the construction ship is at the Home Sector this round, that complex's build limit rises to 2. If it is at the colonized sector instead, 1 structure can be built there. The bonus thus always takes effect exactly where the ship is located that round.

Note

Unless a Service Station is present in the complex, built structures cannot be moved. Especially with structures that themselves create new Logistics Slots or special links, it is important to place them so that those slots and links remain usable.

6.3.4 Scrapping Structures/Ships

A card already in play that is no longer needed can be scrapped and discarded. Market Cards go to the Market Card discard pile; Base Cards return to the player's supply, where they can potentially be built again.

Important Rule

- A card may not be scrapped if doing so would push the player's Supply below 0.
- If a card with other cards attached to it is removed, all those attached cards are removed as well.

6.3.5 Playing a Sector Card

One Sector Card may be played per round. The requirement is that the player has a research ship that flies to that sector (by being placed next to the sector).

Note

- When laying out a sector, leave enough space from the Home Sector and other Sector Cards to avoid ambiguity.
- Some Market Cards (e.g. the Corus Core) are laid out separately like a sector and accept further structures attached to them. These cards are **not** sectors, even if they feel like ones.

Each Sector Card shows a **Military Strength**. It determines whether the sector must be colonized or conquered:

- **Military Strength 0:** The sector is uninhabited and can be **colonized** as soon as a research ship is in the sector.
- **Military Strength > 0:** The sector is held by a foreign civilization. To **conquer** it, the player's Military Strength must exceed this value by at least 1.

Playing the Sector Card is the only action required for this. The actual **colonization or conquest** is **not** a separate action; it happens automatically as soon as the conditions in the sector are met. This may happen in the same turn or only in a later round, once the player has built additional warships or military structures to reach the required Military Strength. Until then the played Sector Card counts as approached but not yet taken into possession. Once the conditions are met, the player places one of their Faction Markers on the Sector Card: only from this moment does the sector count as part of their empire and all benefits and costs (Income, Supply, Civilization Points, Logistics Slots, Military Power, etc.) take effect.

Important Rule

- **Sector limit:** A faction may possess at most 3 additional sectors (in addition to the Home Sector, so at most 4 in total). Sector Cards already played but not yet taken into possession do not count towards this limit. A sector may also be played when the limit is already reached, but it then cannot be taken into possession until another sector has been abandoned or a card raises the sector limit.
- To benefit from a sector (Income, Supply, Victory Points, Logistics Slots, etc.) it must have been conquered or colonized.

*Example 1 (Colonization): A player plays a sector with **Military Strength 0** by moving the card into their player area and moving their research ship there. Since the sector is uninhabited, they colonize it immediately: the player places a Faction Marker on the Sector Card and can benefit from its properties from that moment on.*

*Example 2 (Conquest): A player plays a sector with **Military Strength 15**. The card is laid out and the research ship flies to the sector. However, the player currently has only a Military Strength of 12. Since 12 is not enough, the sector remains approached but not conquered. In the next round the player builds an additional warship with strength 4: the player's Military Strength now totals 16 and exceeds the resistance value by at least 1. The sector is considered conquered immediately, the player places a Faction Marker on it and can benefit from its properties from that moment on.*

6.3.6 Abandoning a Sector

A player may voluntarily abandon one of their additional sectors at any time, analogously to scrapping their own ships or structures. To do so, they take their Faction Marker back from the Sector Card and place the Sector Card on the Market Card discard pile. Any structures attached to that Sector Card are also discarded: Market Cards go to the discard pile, Base Cards return to the player's supply.

Note

The Home Sector cannot be abandoned.

6.4 Phase IV: The Administration Phase

The following steps are carried out during the Administration Phase:

1. Check the Income, Supply and Military tracks: even though it makes sense to update the tracks with each card played in the Action Phase, a final plausibility check does no harm.
2. Evaluate the Military Track: if the difference between the weakest and strongest player reaches 15 or more points, the weakest player is eliminated and their ships and structures are removed. If only one player remains afterwards, the game ends immediately. Otherwise the Military Track is realigned; if the difference still reaches 15 or more, the next player is eliminated immediately, and so on.
3. Check the end-of-game conditions: if only one player remains or any player has reached 10 Civilization Points, the game ends.
4. Pass the first player marker clockwise.

Tip

Even though it can be tempting to take next round's Income immediately after building, all players should move through the round phases together to avoid misunderstandings.

Note

If a player has ICR left over at the end of the round, they may carry it into the next round, for example to fund a large building project in upcoming rounds.

7 End of Game & Scoring

If the game ends with more than one player remaining, a simple scoring is carried out. A player's Victory Points come from the following sources:

Source	Description
Civilization Points (C)	Each Civilization Point is worth 1 Victory Point.
Structures & Ships	Each printed Victory Point icon is worth 1 Victory Point. Note: some cards display multiple Victory Point icons.
ICR	Every 10 ICR are worth 1 Victory Point. **Cap: a maximum of 3 Victory Points from ICR.**
Military Power Difference	The player gains half of their Military Power difference to the weakest player (visible on the Military Track) as Victory Points. **No rounding!**

The player with the most Victory Points wins the game.

> *Example: Jan ends a 2-player game against Matthias by building a structure (worth 2 Civilization Points) which brings him to 11 Civilization Points. Final scoring follows. The Military Track shows a 3-point lead for Matthias.*
>
> *Jan's inventory: 11 Civilization Points (11 VP), 18 ICR (1 VP) and 3 printed Victory Points (3 VP) on the cards built into his empire. So Jan has 15 Victory Points.*
>
> *At this moment Matthias has only 6 Civilization Points (6 VP), 45 ICR (3 VP; note: more than 3 VP from ICR are not possible) and 5 printed Victory Points (5 VP) on his cards. In addition come the points from the Military Track (1.5 VP). So Matthias has 15.5 Victory Points and wins the game.*

In case of a tie, the following values are applied as tie-breakers in order:

1. Civilization Points
2. Military Power
3. ICR
4. Number of conquered and colonized sectors
5. Number of structures
6. Number of cards in hand

A draw is therefore practically impossible. Should it nevertheless happen, we would welcome an email with photographic proof. See the imprint at the end of this manual for contact details.

8 Recommended Opening for the First Rounds

The Base Cards give players a near-natural build order in the first rounds and thereby act as an in-game **tutorial**: the central mechanics are introduced step by step. Even experienced players generally do not perceive this opening phase as a constraint. The recommended opening:

1. **Round 1: Build the Relay Station.** Without a Relay Station a player cannot participate in the Market Phase. Building it is therefore highly recommended in the first Action Phase.
2. **Round 2: Build the Trade Station.** The Trade Station raises Income, one of the most important resources for a game's development. Income that is too low severely limits later strategy.
3. **Round 3: Build the Logistics Hub.** The Logistics Hub creates additional Logistics Slots and thereby enables further expansion of the empire.
4. **Round 4: Build the Bioreactor.** The Bioreactor raises Supply, which is needed to build further structures and ships.

Tip

In the first two rounds it is advisable to attach the Relay Station and the Trade Station to the left and right of the Home Sector. The space above the Home Sector is intentionally left free and is reserved for the Logistics Hub in round 3, since some of its slots would be wasted if it were placed to the side.

From round 5 onwards players have enough resources, build slots and market access to set their own focus: civilizational expansion, military expansion or the colonization of further sectors.

This opening is a recommendation, not a requirement. Other orders are mechanically possible, though they generally lead to a weaker empire.

9 Card and Component Details

This chapter describes the Faction Console, the Military Track, the symbols on the cards and further details of the components. It serves as a reference and can be consulted during play as needed.

9.1 Faction Console



The Faction Console tracks the values for Income (I) and Supply (S).

Note

The Faction Console settings can be recomputed at any time from the cards in play. The console therefore serves only for convenience.

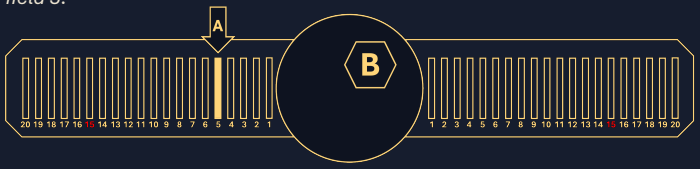
9.2 The Military Track



The Military Track represents the players' military power relative to one another. The militarily weakest player always sits on position 0, the round base in the middle of the track. All other players place their Faction Markers towards the outside according to their difference from the weakest player. They may **freely** choose which side of the track to use. This also makes it easy to depict situations where two players have the same difference to the weakest.

If a player's Military Power changes, the track is updated. If another player becomes the new weakest, that player moves to position 0 and all other markers are realigned accordingly.

Example (2 players): Player A has 15 Military Power, Player B has 10. Player B's Faction Marker sits on position 0; Player A's Faction Marker stands on field 5.



Example (3 players): Player A has 14 Military Power, Player B has 8, Player C has 5. Player C is the weakest and sits on position 0. Player B stands on field 3, Player A on field 9. They have chosen the same side here, but could equally have gone to opposite sides.



Note

The Military Track is merely a visual aid that displays the differences in Military Power. The differences can be recomputed at any time from each player's cards in play. The game would also work without the track; it serves only for convenience.

9.3 Card Symbols

9.3.1 Logistics Slots



Any structure can be attached to a Logistics Slot.
Exception: Cards that mandatorily require special links, see the next section.

9.3.2 Specialized Structure Links

In addition to the general Logistics Slots there are 3 specialized structure links. The blue link icons are the outgoing connections to which new structures with the same link symbol can be attached. A green link indicates that the card may be attached to the matching special link **or** to a regular Logistics Slot. A red link, by contrast, indicates that the card may **only** be attached to the matching special link.

> **Note**
>
> Due to the orientation of the special links, they can only be chained to the **left**.

Link type	Outgoing link	Optional link	Mandatory link
Economy Link			
Energy Link			
Industry Link			

9.3.3 Planetary Link

A **Planetary Link** allows a structure to be attached directly below a Sector Card to that sector. Cards with a Planetary Link require a matching counterpart in order to be built.

Link type	Outgoing link	Mandatory link
Planetary Link		

9.3.4 Other Links



Ships can dock to a **Ship Dock**. The exact effect of docking is described by the card carrying the dock (e.g. reduced Supply consumption for the docked ships).

9.3.5 Core Stat Modifiers

Most cards modify one of the four Core Stats. They are represented by the following symbols:

Modifier	Core Stat
	**Military Power**
	**Income**
	**Supply**
	**Civilization**

9.3.6 Market Card Types and Other Symbols

The Market Cards include 4 different card types as well as further symbols that mark card properties:

Card types	Other symbols
 **Structure**	ICR **Build cost**
 **Sector**	 **Military Strength**
 **Warship**	 **Victory Point**
 **Civilian Ship**	 **Special Ability**

Note

The symbol  has two related uses: on Sector Cards it indicates the Military Strength that must be overcome for a conquest. On some ships (e.g. the landing ship) it instead marks a special Military Strength that counts solely for conquests and does **not** contribute to the player's Military Power.

9.3.7 Card Examples

To better illustrate the various mechanics and symbols, here are some example cards with explanations:



A typical structure: it modifies three of the four Core Stats (+2 Income, −1 Supply, +2 Civilization Points) and costs 14 ICR when built from hand into the empire.



The Valerion Home Sector: in addition to Core Stat modifiers it offers three Logistics Slots, a Planetary Link and sets the build limit at this complex to 1 structure per round.



In addition to its Core Stat modifiers this card has a Special Ability (yellow text): it is a prerequisite for participating in the Market Phase.



A structure with a mandatory Planetary Link: it can only be built next to a sector that offers a Planetary Link, and it provides an additional printed Victory Point.



Laid out separately like a sector and opens its own building complex. However, it does **not** count as a sector and therefore does not count towards the sector limit.



Has an optional Economy Link: it can be attached to an existing Economy Link or to a regular Logistics Slot, and enables further cards with an Economy Link to be chained off it.



Works similarly to the Linares Phalanx, but its Economy Link is **mandatory** and must be attached to an existing Economy Link.



A typical warship: it only modifies the Core Stats and thereby influences the player's position on the Military Track.



A civilian ship that can be docked to and undocked from Energy Links at will. Its Core Stat modifiers only take effect while docked.



A warship with a special Military Strength: it counts solely for conquering sectors and does **not** contribute to the player's Military Power.



Imprint

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Rulebook

Game Designers:
Jan Schumann & Matthias Drescher

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Contact

For questions or feedback:
`info@one-above.games`

Symbol-Referenz

Hauptwert-Modifikatoren


Militärmacht


Einkommen


Versorgung


Zivilisation

Marktkarten-Typen


Sektor


Anlage


Militärschiff


Ziviles Schiff

Sonstige Kartensymbole

Baukosten


Militärmacht eines Sektors / Eroberungs-militärmacht


Siegpunkt


Diese Karte hat eine Speizalfähigkeit


Marktkarten

Slots, Links und Ports


Logistikslot



Ausgehender Planeten-Link



Verpflichtender Planeten-Link




Schiffdockport

Münzen

5er ICR-Münze



1er ICR-Münze



Fraktionen


Dekurion


Valerion


Kaldari


Veridian