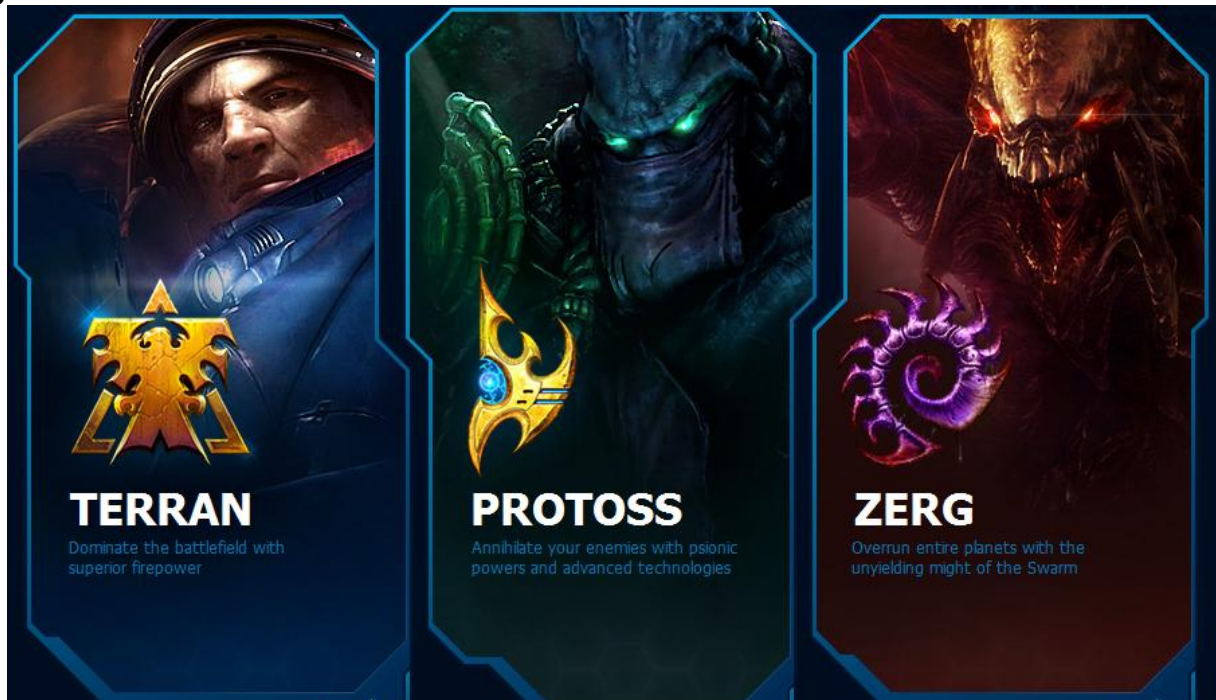


StarCraft R&W

Basic game rules.

“The war is imminent, only one side will win, choose your race among the brave Terrans, the evil Zergs or the powerful Protoss, take your race to conquer the victory, gather your units, prepare your constructions and launch yourself to the war. ”



Components:

Breed Sheets (Terran, Protoss, Zergs)

1 Shift marker

1 blue die

1 green dice

1 red die

6 white dice

2 black dice

Pencils one for each player

- You can use the dice color configuration depending on your availability.

Objective of the game:

The goal is to collect as many points as possible at the end of round 12.

Who win the game:

Whoever has the most points gathered will win. If there is a tie, the person with the most Vespano Gas resources will win.

Preparation:

1. Each player chooses a breed sheet.
2. Fill in your breed sheet in the Buildings section, in random choice (Command Center, Nexus, Hatchery) with 3 numbers between 1 and 6, of your choice.
3. Place the dice in the middle of the table.
4. Draw the initial player.
5. Set the turn marker to 1.
6. Start the game.

Start of the game: The initial player starts, plays in the following order:

Maintenance phase.

1. Roll all the dice at once. (1 blue dice, 6 white dice and 2 black dice), if you got green dice or red dice you also roll them in this phase.

Support Activation Phase.

2. You can use the effect of your Support area (Supply Depot, Pylon or Overlord), once per turn. Add or subtract 1 to one of your dice.



Resources Phase (mark with an O)

3. Mark what is obtained with the blue die in the mineral zone. If you rolled a green die, mark what you obtained in the Vespeno Gas zone and then take that die or those dice out of the group.
4. Choose a group of white dice, mark the white dice in the units zone, then take those white dice out of the group, leave the rest of the dice in the middle of the table.
5. He selects a black die, marks the white die in the construction area, then removes the black die from the group, leaving the other die in the middle of the table with the other white dice not selected.
6. The opponents choose a result from the remaining dice, either with a set of white dice or with the black die, and mark the chosen result (units or constructions) on their respective zone.

Tactical Phase

7. You may, if you wish, activate your race's ability once per turn.

Final Phase

8. End of your turn, start of the next player's turn

Example: I play with Terrans, I roll the dice, my blue die got a 3 so I score an ore, in the white dice I get (5 - 5 - 2 - 3 - 5 - 4), from these I choose the tric of 5 and I score a WRAITH unit in the units zone, leaving the middle of the table (2 - 3 and 4), then in the black dice I get (2 and 6)

from these I choose the 6 and I score a Science Facility leaving the 2 in the middle of the table. Opponents will choose from the remaining dice and score either (2-3-4) on the white dice (scoring a Probe, Drone or SCV) or the 2 on the black dice to score a (Barrack, Spawning Pool or Gateway).

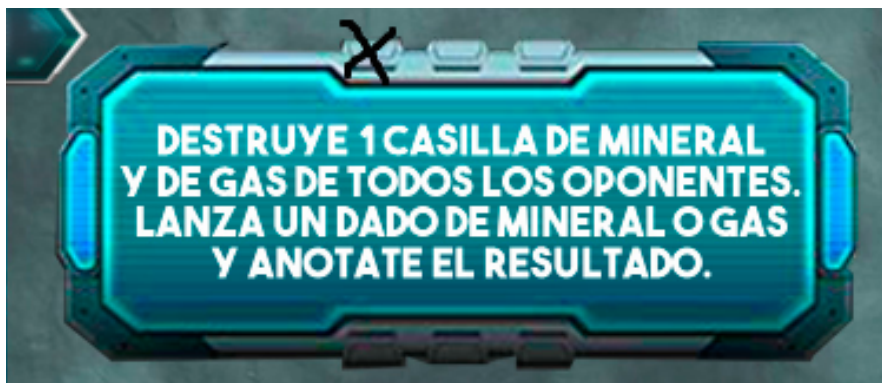
Once all players have played the round, mark a new round on the turn marker and repeat the steps again.

At the end of round 12, all players count and mark the total points collected in their playing areas (Ore, Moppish Gas, Units and Buildings), from which they will get a final total, and the winner will be determined.

Breed Sheet Description:

1-Breed, are three breeds Terrans, Protoss and Zergs, you can play between the same breeds, ie if we are three players can be Zergs, or 2 Zergs and a Terran, is open to your imagination.

2-Breed Skill, this skill can be played a maximum of 3 times during the whole game, mark in the designated box with an X when you play this skill, play it only once during your turn



Ability of the Terrans: this skill affects all opponents, to destroy an ore and gas box mark it with an X, the box must be the first one in the row and must go in order, if that box is marked with an O, it will not add points at the end of the game, but if the other ore and gas boxes are. Then choose an ore (blue) or gas (green) die and roll it, you will win what you get according to the result of that die, play this skill even if you didn't get the green die from the SCV zone yet.

Ability of the Protoss: throws a black die, then according to the result marks with an O a square that can be assigned with that die in the construction area of an opponent, if that square was already marked with an X it will not add points at the end, but if the other squares that are not destroyed of the chosen construction.

Ability of the Zergs: you choose an opponent, then roll 4 white dice, choose a result according to the results the units have to obtain them, destroy the chosen unit, mark it with an X, if the unit was already marked with an O it will not add points at the end of the game, but if the other units that have not been destroyed add points.

3-Support, (Supply Depot, Pylon or Overlord) the support of each race allows the player who activates it to add or subtract 1 to a die of his choice, play this effect only once during your turn, a maximum of 3 times per game, when using the support mark with an X a support box on your sheet.

4-Mineral, Each time you get ore by marking O as many boxes as the amount of ore collected, each box of ore is



worth 0.5 points. To get ore with the blue die check the results table.

5-Gas Vespeno, Each time you get Vespa Gas, mark with an O as many boxes as the amount of Vespa Gas collected, each box of Gas is worth 1 point. To obtain ore check the table of results.

6-Units, the different types of units will allow the player to collect points at the end of the game, each unit has a different way to get points and each unit gives a certain amount of points, when you get a unit mark the box of that unit with an O.

For example, let's look at the Terran units:

The SCV unit: to acquire more units you need to get a scale, i.e. from the roll of your white dice choose a group of 3 white dice that have formed a scale, i.e. if on three white dice you got 1,2 and 3, or 2,3,4, or any combination of correlative numbers, when you do so mark with an O in the next empty box. The SCV start with a marked space, which means that you will roll a single blue (mineral) die, as you mark more boxes you will win more dice, when you mark a box marked with a square you will win the next turn an extra die of the assigned color in the unit, with the green die you will start to collect Vespa Gas, if you mark the last box with a red square you will win a red die, the red die is a joker and can be played in any zone. Each SCV unit is worth 1 point.

Some races have a +1 at the end of their unit's track (Protoss and Zergs), that means that that unit will add +1



extra point for each unit of that type (Probe and Drone), in short those units will be worth 2 instead of 1.

MARINE unit: to get a Marine you need to get a pair of numbers between 1 to 4, that is from the white dice choose a pair assigned with numbers between 1 to 4, for example a pair of 2 (2,2), then mark with an O in its corresponding box, each Marine is worth 1 point.

Goliath unit: to get a Goliath you need to get a pair of numbers between 5 to 6, that is from the white dice choose a pair assigned with numbers between 5 or 6, for example a pair of 5 (5,5), then mark with an O in its corresponding box, each Goliath is worth 2 points.

Unidad Siege Tank: To get a Siege Tank you need to get a tricky number between 1 and 3, i.e. from the white dice you throw choose three dice assigned with the same number between 1 and 3, for example 3 dice of 2 (2,2,2), then mark with an O in its corresponding box, each Siege Tank is worth 4 points.

Wraith unit: To obtain a Wraith you need to obtain a trica of numbers between 4 to 6, that is to say from the white dice that you throw choose three dice assigned with the same number between 4 to 6, for example 3 dice of 5 (5,5,5), then mark with an O in its corresponding box, each Wraith is worth 3 points.

Battlecruiser unit: To get a Battlecruiser you need to get a block of any number between 1 and 6, i.e. from the white dice you rolled choose four dice assigned with the same number between 1 and 6, for example 4 dice of 2 (2,2,2,2), then mark with an O in its corresponding box, each Battlecruiser is worth 5 points.



7-Building. The different types of constructions will allow the player to collect points at the end of the game, each construction has a different way to get points, when you get a construction mark the box of that construction with an X. The constructions are played in the following way, following the example with the Terran Constructions:

Command Center, this construction indicates RANDOM CHOICE, which means that before starting to play you must mark each of the 3 yellow circles assigned to this construction with 3 numbers that you choose between 1 and 6, being able if you want to repeat numbers, for example, I write down (5,5,2), which means that when I take a 2 I mark with an X the circle assigned with the number 2, while I don't mark the first number I can't jump to the next square that would be 5, the idea is to build in order, each Command Center is worth 3 points.

Starport, to win points for this construction you must get on the black die either of these two odd numbers 1 or 3, each box of the Starport gives 2 points.

Barracks, To build a Barrack you must get on one of the black dice a 2 or less (2.1), the Barrack is worth 1 point for each built.

Factory, To build a Factory you must get a 5 or more (5,6) on one of the black dice, each Factory is worth 1 point.

Science Facility, You get this construction if you draw an even number between 4 and 6, each Science Facility box is worth 2 points.

8-PTS. Totals, Once you have finished all the rounds of the game, write down in each box the points you have obtained, there are boxes for Ore, Gas, Units and

Buildings, and a lead square box to write down your total obtained.

The red die

This die is obtained by building SCVs, Probes or Drones, it is a wild card that can be used to try to obtain some specific result, when you get this die, when it is your turn you can throw it with the others and use its result either only for ore or gas, constructions or in group for units. You can apply to this die the effect of your Pylon, Overlord or Supply.

Mineral and Gas Obtaining Results Table.

Result of the die	Amount of Mineral or Gas
1	0
2,3,4	1
5	2
6	3

Check out the video on how to play on the blog, also expect soon to come the Rules in Solitaire and Campaign Mode, stay tuned to our blog. "ZularyZ a world to entertain us."





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Translated by Sergi Sanchez

JM-RW-014



MINERAL  **ZG** **TOTAL POINTS** 

GAS VESPENO 

PROBE  **+1P** **1** (1-2-3)

ZEALOT  **2** (EVEN 1A4)

DRAGOON  **1** (EVEN 5A6)

REAPER  **4** (TRIO 1A3)

SCOUT  **3** (TRIO 4A6)

CARRIER  **5** (POKER)

UNITS

PROTOS  **THROW A BUILDING DIE DESTROY AN OPPONENT'S BUILDING ASSIGNED WITH THE NUMBER OBTAINED ON THE DIE.**

PYLONS  **1**  **1**  **2**  **3**  **1**  **2** 


BUILDINGS

RANDOM CHOICE

- NEXUS** 
- EVEN 4-6** **STARGATE** 
- 5+** **GATEWAY** 
- 2-** **ROBOTICS FACILITY** 
- ODD 1-3** **CYBERNETICS CORE** 

STAR CRAFT

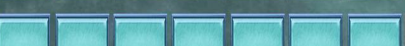
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MINERAL  **ZG** **TOTAL POINTS** 

GAS VESPENO 


SCV  **1** (1-2-3)

MARINE  **1** (EVEN 1A4)


GOLIATH  **2** (EVEN 5A6)



SIEGE TANK  **4** (TRIO 1A3)

WRAITH  **3** (TRIO 4A6)

BATTLECRUISER  **5** (POKER)



UNITS

TERRAN  **DESTROYS 1 MINERAL AND GAS BOX OF ALL THE OPPONENTS. THROW AN MINERAL OR GAS DICE AND RECORD THE RESULT.**

SUPPLY DEPOT  **1**  **1**  **2**  **3**  **1**  **2** 

BUILDINGS

RANDOM CHOICE

- COMMAND CENTER** 
- ODD 1-3** **STARPORT** 
- 2-** **BARRACKS** 
- 5+** **FACTORY** 
- EVEN 4-6** **SCIENCE FACILITY** 

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MINERAL  **TOTAL POINTS**   

GAS VESPENO 

DRONE     **+1P** **1** (1-2-3)

ZERGLING      **1** (EVEN 1A4)

HYDRALISK      **2** (EVEN 5A6)

ULTRALISK      **4** (TRIO 1A3)

MUTALISK      **3** (TRIO 4A6)

GUARDIAN      **5** (POKER)

UNITS

ZERG  **THROW 4 UNIT DICE, DESTROY 1 UNIT SQUARE OF AN OPPONENT, ACCORDING TO THE RESULT OF YOUR CHOICE.**

OVERLORD  **2**    

BUILDINGS

RANDOM CHOICE

- HATCHERY** 
- EVEN 4-6**
- SPIRE** 
- 2-**
- SPAWNING POOL** 
- 5+**
- ULTRALISK CAVERN** 
- ODD 1-3**
- HYDRALISK DEN** 

STAR CRAFT

1 **2** **3** **4** **5** **6** **7** **8** **9** **10** **11** **12**

STAR CRAFT
TURNS



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