

INTRO:

Your base on the dark side of the moon has gone unnoticed for now. Unfortunately, time is running against you: the hangars are unstable and you have little time to finish assembling the starships. Prepare the invasion against the clock and try to not disappoint your planet, your superiors and, above it all, YOUR MOTHER.

YOU MAY NEED:

- 3 six-sided dice
- A pencil
- Lust for victory

ABSTRACT:

The game consists of 2 phases. A first phase in which you must finish the construction of the ships and a second phase in which you will try to conquer planet earth with the army that you have managed to gather.

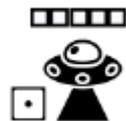
STAGE 1. Prepare your armada:

The first phase is played in the upper half of the board. Each of the big rectangles together with a die symbol are the assembly diagram of one of the ships.

In order to build a ship you will have to complete the boxes or "parts". Each box consists of a circle and a square. The circle is the "value" of the box and each square tells you if it is built or not. The value of some boxes is already marked from beginning.



Beware! Time is running out: you may see a boxes bar located above each of the ships, this marks the time you have left before the dock where the ship is located collapses and therefore you are not longer able to continue building this ship. We will call it the countdown bar



Next to each scheme there is a die that indicates which ship that scheme belongs to and therefore we will no longer be able to build when that ship has stored its countdown bar.

BUILDING. We may build the ships in successive turns as it follows:

In each roll we roll 3 dice. First we choose one of the dice and we assign it to one of the construction boxes of our choice, writing its number in the circle. We will call this action giving a value. Then, we choose a second die and check all the boxes that have that value. That is, they already have that number written inside the circle. This action causes these squares to become "built". Note: all the boxes on the base may be checked, not just those of a specific ship.

The third die is countdown advance at our docks. So we cross out one of the boxes on the countdown bar of the ship that is related to this die number.

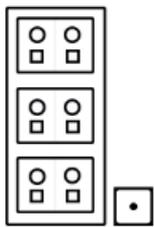
If in our roll, after choosing a die with which to assign value to a square, we cannot mark any square, we cross out two squares from the different countdown bars corresponding to the two remaining dice.

If we have 2 dice with the same result in the roll, we can give this value to 2 different squares and the third will be the one we use to build. Therefore, no countdown square will be crossed out unless the result of that third die does not correspond to any square which we have already given value and therefore cannot build any square. We also have the option of using the dice in the usual way, giving value to one box, crossing out all the corresponding ones to another die and finally checking a box in the countdown bar.

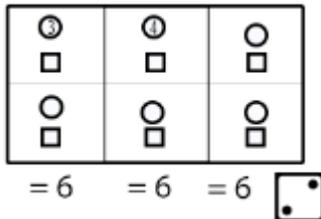
If in the roll we have the same result in the 3 dice, we directly cross out a box in the bar of the countdown of the ship to which that number corresponds.

Once we have consumed a remaining countdown bar, if the remaining die is that number, we will choose another time bar in which to cross out a box. Likewise, if we complete a ship, we will also not be able to cross out boxes on its time bar. And we will choose another time bar in which to cross a box.

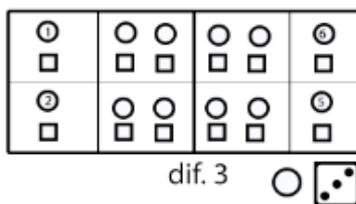
SPACESHIPS UNDER CONSTRUCTION:



Rectangles grouped in pairs must have the same number. At the end of phase 1, each completed pair adds 1 action point to the ship for phase 2.



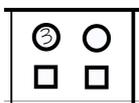
Each column of vertically grouped cells must add up to 6. If during phase 1 you complete a column, you get 2 action points for phase 2, if you complete 2 columns, you get 5 action points for phase 2, if you complete all columns you get 10 action points for phase 2.



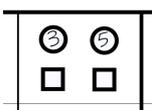
This ship is especially important, because it is the one that defines how many runs you will be able to make in the next phase, so pay special attention to it. The difference between the sum of the 4 boxes on the left and the four boxes on the right cannot be greater than 3. In the four central boxes we do not find a circle and a square but 2 of each. This is because you have 2 opportunities to assign a value to them. However,

you can only cross out one of the 2 squares and thus mount the box. Similarly, once a square is built you cannot use the free circle to assign the value of a die.

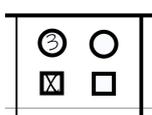
Examples:



Having already given a value to this box. We can either build the box by using a roll of a 3 or add another number to it.

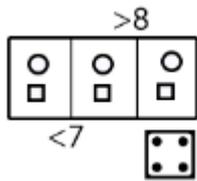


If we do this, the square remains unbuilt. We only need to check one of the two values to complete the construction of this box later.

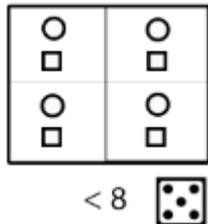


If we cross out the first box that we have given value to, the box is built and we are not be able to give value to the second circle.

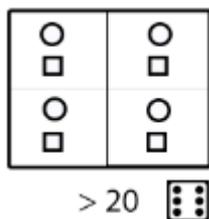
If at the end of phase 1 you have managed to mark 1 square they get 4 action points for phase 2, If you manage to mark 4 squares in the shape of a square you get 9 action points for phase 2; If you manage to mark 6 squares in the shape of a rectangle you get 12 action points for phase 2; If you manage to complete the ship, you get 16 action points for phase 2.



The sum between the square on the left and the central one must be less than 7. The sum between the square on the right and the central one must be greater than 8. If you complete the ship, you get 2 rolls for phase 2, if in addition the sum of the total of the values of the 3 boxes is exactly 10, you get 5 action points for phase 2.



The sum of all the values in the boxes must be less than 8 *, if you have managed to check 2 boxes at the end of Phase 1 you get 2 action points for phase 2, if you manage to check 3 boxes you do not get any AP for phase 2 , if you complete the ship you get 5 action points for phase 2.



The sum of all the values in the boxes must be more than 20 *, if you have managed to check 2 boxes at the end of Phase 1 you get 2 action points for phase 2, if you manage to check 3 boxes you do not get any AP for phase 2 , if you complete the ship you get 5 action points for phase 2.

* The conditions of this ship are conditions for its complete assembly so we can give value or even build boxes that violate these conditions. If the condition is not met, the ship can never be completed but it can serve both to consume dice and to partially complete it.

Next to the die of each starship construction scheme you will find a circle, use it to indicate if the ship is already built or if on the contrary it has already consumed its remaining time, so you will know that you cannot give value or cross out more boxes in that scheme.

Phase 1 ends when all the countdown bars of the ships that have not been built have been filled up or when you have successfully built all the ships

Phase 2. Invasion:

First, cross off the remaining squares on each ship's action counter (that is, the ones you won't be able to use because you didn't complete each single ship in phase 1).

STARSHIP SKILLS



Pay special attention to ship number 3 since it indicates the number of rolls you have to conquer the planet. The actions of the rest of the ships alter the result of your roll this way:



- Choose a die and roll it again. You cannot perform this action 2 times in a row on the same die. If the result of the die you re-roll using this ability is not useful, you can choose another die and again, the third die that you have not rolled yet if you want to. But never re-roll twice a single die, instead you can consume a full roll.



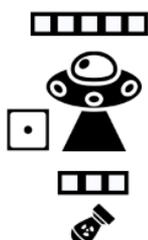
- Flip a die, resulting in the opposite face to the one that came out. (examples: from 6 to 1, from 2 to 5, etc...)



- add 1 to the value of a die.



- subtract 1 from the value of a die



The action of ship 1 is a wild card, you can mark as complete one of the levels of a continent of your choice, you can do this after a roll if the result does not convince you or use this wild instead of rolling dice.

CONTINENTS:

Each continent consists of different levels of conquest, each level is defined by the die rolls (Symbol of a die face) and / or by the sum of the roll of 2 or 3 dice (Numerical value within a square)

Eg: to conquer this level you must have a 3 and that the sum of the other 2 dice is equal to or greater than 10



ATTACK!

Attacks are carried out as follows:

Roll 3 dice. Now, as it is convenient for you, choose a continent to attack, if you can win a level cross the corresponding circle, in this roll, when doing this we choose a continent, we cannot use the skills of the ships unless there is no level of any continent available with the results obtained.

There is no specific order regarding the levels of each continent, but once you start attacking a continent, you must complete the conquest of this continent before being able to pass to another.

Restrictions: You cannot use more than one ability in the same die (+1, .- 1, turn). Eg: if I have a 6 and your goal is to reach a 2, you cannot use the invert ability (changing die to 1) and then use the same ability to add 1.

For the re-roll ability, you cannot reroll the same die. That is, after a roll I decide to use that ability with a specific die, if the result does not suit me I will not be able to re-roll that die, I will have to choose between applying a skill, rolling another die, or making a new complete roll .

Once you have consumed all the rolls and wild cards the invasion is over. According to the result, you score as follows:

- If you manage to conquer the 5 continents: total victory, 100 points

If you have not succeeded, win points as follows;

CONQUERED CONTINENTS		STARSHIPS COMPLETED	
North America	15	Ship N°1	6
South America	8	Ship N° 2	3
Africa	15	Ship N° 3	8
Europe	12	Ship N° 4	10
Asia	10	Ship N° 5	5
Oceania	5	ShipN° 6	5

According to your result you get one of these ranges:

100	Héroe planetario. Se levantarán estatuas en tu honor, los niños quieren ser como tú, aparecerán en los libros de historia.
85-99	Consecrated Military Command. A few decorations await you, handshake and photo with the president
60-84	Military promise. With The Invasion half-finished, your work of course only an advance attack. However, you have shown that you can be trusted to carry out important missions.
31-59	Nugatory officer. Your superiors are going to think twice before assign you a relevant mission
0-30	Shame on your kind. People laugh secretly when they see you on the street, your mother pretends not to knowing you.

