


THE BOARD

The board represents spacetime. This is where the ships move with influence from surrounding objects. Spacetime in the game is divided into hexagonal sections.







AIM

Colonize the maximum number of habitable planets. Habitable planets have a colored border around the hexagons. 

END OF GAME

When all habitable planets are colonized.

START OF GAME


- There are four home planets:  Zorv,  Cyra,  Nexar,  Vora. Each player chooses one planet and receives two ships of the respective planet.
- Planet cards:  Spaceships: 
- The four home planet cards and eight habitable planet cards are arranged into one set. All cards are placed upside down to hide their contents, and both the sets are shuffled. The twelve planet cards are randomly placed on the spacetime board.
- The remaining cards are equally distributed among the players. Players may see their own card but don't reveal them to others.
- The twelve cards on the board are revealed. Each player places their two ships on their planets. The game can now begin.

BASIC RULES

- In each turn, the player must move their ship. Choosing to place an assistance or obstacle card is optional.
- A player can place only one card on the board in each turn.
- If a ship reaches the end of the board, it continues from the horizontally or vertically opposite end and keeps its velocity and direction intact.
- Assistance or obstacle cards cannot be placed on top of any existing card.
- Maximum velocity a ship can have is 5.




TYPES OF CARDS

1. Main cards


- Two types of main cards: *Planets and Ships*.
- Planet cards cannot be moved throughout the game.
- Each ship has two characteristics: *Direction* and *Velocity*.
- *Direction*: Ships move in the direction in which the arrow is pointing. While leaving the home planet, the player can choose any direction to start with.
- *Velocity*: It is the number of hexagons a ship can move during each turn of the player. All ships exit the home planet with a velocity of 1. The velocity is indicated by the velocity bar on the left of the board. 
- If the velocity of a ship goes to 0, and there is no fuel to gain velocity, the ship is stranded.

- If velocity goes negative, and there is no fuel, the ship falls into the planet and is lost.
- The only ways to change direction or velocity are by using gravity assist maneuver or exhausting fuel.
- At least one ship of each planet needs to return to the home planet to end the game.
- If a home planet is colonized by an opponent, the only way to recover it is to colonize the opponent's planet and negotiate to return each other's planets.
- The home planets can only be colonized if there are no ships on the planet. Each home planet is worth 2 habitable planets.


2. Assistance cards:

- These cards can be placed anywhere on spacetime. But they cannot be moved/removed once placed. Any ship encountering these cards will be influenced by their effects.
- Three types of assistance cards: *Uninhabitable planets*, *Wormholes*, *Spacetime Curvature*.
- *Uninhabitable planets*: They provide gravity assist. They have a number and an arrow . A positive number adds velocity (acceleration), a negative number reduces velocity (deceleration), and the direction of the arrow changes the ship's direction.
- These planets can be placed in any favorable direction. But once placed, cannot be changed.
- *Wormholes*: They are a portal to a different point in spacetime. 
- When a ship encounters a wormhole, it can exit through any of the other wormholes in spacetime. If there are no other wormholes, it has no effect. The first player can place two wormholes.
- Wormholes cannot be placed next to a planet.
- *Spacetime Curvature*: They help to change the direction of the ship in any desired direction. They do not alter the velocity. 

3. Obstacle cards:

- These cards can be placed anywhere on spacetime. But they cannot be moved/removed once placed (same as assistance cards).
- *Black holes*: If a ship enters a black hole, it is lost and cannot be recovered. 
- Black holes cannot be placed next to a planet.

FUEL

- To change direction, accelerate, or decelerate, a spacecraft exhausts fuel.
- Fuel reserve is indicated on the fuel bar on the right of the spacetime board. 
- Only exception is while using gravity assist. During this, fuel is not exhausted.
- All ships start the game with 10 fuel units.
- To change velocity by 1 unit, 1 unit of fuel is exhausted.
- To change direction of a ship, 1 unit of fuel is exhausted (except 180 degree direction reversal)
- To stop a ship that has a velocity v , v units of fuel are exhausted.
- If fuel reserve drops to 0, the ship is purely dependent on gravity assist for maneuvers.
- A spacecraft can be refueled when it is on a habitable planet (including home). However, if a player chooses to refuel, they cannot play that turn. 1 unit of fuel is gained in each turn of the player.