

Terminology

General Information

- **Round** - The game starts at Round 1 and after each person gets a turn, the round increases and after a certain amount of rounds has passed, natural disaster events will occur.
- **Turn** - Refers to each player's time to play the moves they have strategized.
- **Energy** - This is the material that the player uses to mainly move and attack with. There are however certain ships and upgrades that use energy alongside minerals.
- **Mineral** - This is the material that the player uses to mainly build and upgrade ships, and buildings.
- **Planet** - This is spread throughout the map and buildings can be built on it.
- **Star** - This is found on each corner of the map and is used to build your Dyson Sphere.
- **Numbers on each tile** - This is used to determine which tiles are affected by the natural disasters.
- **DC** - This is the number that represents the "health" of everything. To destroy a building or troop, as long as you roll a number higher than the DC, it will be destroyed otherwise the attack fails.

Troop Information

This refers to the ships and the player is able to command to either explore the map or attack other players.

- **Striker Vessel [I]**
 - Basic troop that has low attack power and low health. Can be created by all factories.
 - DC: 3
 - Damage dice: 1 six sided dice
 - Attack range: 1 tile
 - Maximum movement range: 1 tile
 - Costs: 1 mineral to build; 1 energy to move a tile; 2 energy to attack
- **Exploration Vessel [I]**
 - Basic troop that has no attack power and low health. Can be created by all factories.
 - DC: 2
 - Damage dice: N/A
 - Attack range: N/A
 - Maximum movement range: 3 tiles
 - Costs: 1 mineral to build; 1 energy to move a maximum of 3 tiles
- **Breaching Vessel (AOE) [I] (Explodes upon attack)**
 - Basic troop that has medium attack power that explodes the ship and deals a 1 tile radius AOE attack to all buildings and ships whether friendly or foe and is a one hit kill. Can be created by all factories.
 - DC: 1
 - Damage dice: 2 six sided dice
 - Attack range: 1 tile AOE
 - Maximum movement range: 1 tile
 - Costs: 4 minerals to build; 1 energy to move a tile; 6 energy to attack
- **Striker Spacecraft [II]**

- Advanced troop that has medium attack power and medium health. Can only be created by tier II and tier III factories.
- DC: 8
- Damage dice: 2 six sided dice
- Attack range: 2 tiles
- Maximum movement range: 2 tiles
- Costs: 8 minerals to build; 1 energy to move a maximum of 2 tiles; 4 energy to attack
- **Forcefield Spacecraft (AOE) [II]**
 - Advanced troop that has no attack power and high health that shields all troops within a 1 tile radius. All troops within the 1 tile radius get a +4 to their DC and it will disappear once the Forcefield Spacecraft is destroyed. Enemy players can not go into the forcefield. Can only be created by tier II and tier III factories.
 - DC: 12
 - Damage dice: N/A
 - Attack range: N/A
 - Effect range: 1 tile AOE
 - Maximum movement range: 2 tiles
 - Costs: 8 minerals to build; 1 energy to move a maximum of 2 tiles
- **The Mothership (AOE) [II]**
 - Advanced troop that has no attack power and medium health that buffs all troops within a 1 tile radius. All troops within the 1 tile radius get an extra six sided dice for each ship that is to attack and the buff will disappear once the Mothership is destroyed. Can only be created by tier II and tier III factories.
 - DC: 8
 - Damage dice: N/A
 - Attack range: N/A
 - Effect range: 2 tile AOE
 - Maximum movement range: 2 tiles
 - Costs: 12 minerals to build; 1 energy to move a maximum of 2 tiles
- **A.R.G.O.N. (A Really Giant Obliteration Nuke) (AOE) [III] (Limit of 1 at a time per player)**
 - Specialized unit that has devastating attack power and high health. The attack deals a 2 tile radius AOE attack to all buildings and ships whether friendly or foe when destroyed. Only attacks if destroyed by either enemy players or by yourself with another troop. Can only be created by tier III factories.
 - DC: 10
 - Damage dice: 5 six sided dice
 - Attack range: 2 tile AOE
 - Maximum movement range: 1 tiles
 - Costs: 30 minerals and 20 energy to build; 2 energy to move a tile;
- **A.S.T.A. (A* Traversal Algorithm) [III] (Limit of 1 at a time per player)**
 - Specialized unit that has high attack power and devastating health. Able to attack troops behind others and has a built-in EMP to disable enemy shields in a 2 tile AOE for 1 turn. Can only be created by tier III factories.
 - DC: 16
 - Damage dice: 3 six sided dice
 - Attack range: 2 tiles
 - Ability range: 2 tile AOE

- Maximum movement range: 4 tiles
- Costs: 40 minerals to build; 4 energy to move a tile; 10 energy to attack
- Ability cost: 10 energy to use with a cooldown of 3 turns.

Building

This refers to all of the structures that the player is able to build in order to gain more materials, to defend your base, or to create more troops. Can only be constructed on planets or space stations.

- **Turret [I] (Limit of 2 at a time per player)**
 - Basic weapon that protects everything in a 1 tile radius. If an enemy attacks a building or troop in the 1 tile radius enemy will attack first and then the turret will retaliate by counter attacking. Otherwise, it can be used to attack on players' turns.
 - DC: 4
 - Damage dice: 1 six sided dice
 - Attack range: 1 tile
 - Protection range: 1 tile AOE
 - Costs: 4 minerals to build; 2 energy to attack
- **Railgun [II] (Limit of 2 at a time per player)**
 - Advanced weapon that protects everything in a 2 tile radius. If an enemy attacks a building or troop in the 2 tile radius enemy will attack first and then the turret will retaliate by counter attacking. Otherwise, it can be used to attack on players' turns. Special ability is it can be in an overclocked state by using energy where the health is lowered but you get a lot more attack power.
 - DC: 6
 - Damage dice: 1 six sided dice
 - Attack range: 2 tiles
 - Protection range: 2 tile AOE
 - Costs: 12 minerals to build; 2 energy to attack
 - Overdrive state:
 - DC: 1
 - Damage dice: 2 six sided dice
 - Attack range: 2 tiles
 - Protection range: 2 tile AOE
 - Costs: 6 energy to permanently overdrive it; 2 energy to attack
- **Space Laser [III] (Limit of 1 at a time per player)**
 - Specialized weapon that is used to attack troops and buildings in its way across the entire map whether friendly or foe.
 - DC: 16
 - Damage dice: unlimited six sided dice
 - Attack range: whole map straight line
 - Costs: 50 minerals to build; 1 energy to attack with 2 six sided dice no max energy and dice limit
- **Force Field [I] (Limit of 1 at a time per player)**
 - Basic force field that protects everything in a 1 tile radius. Enemies can not go into the forcefield and it must be destroyed first by attacking the forcefield.
 - DC: 10
 - Protection range: 1 tile AOE
 - Cost: 8 minerals to build
- **Force Field [II] (Limit of 1 at a time per player)**
 - Upgraded version of force field [I]. Everything is the same except higher DC.
 - DC: 16
 - Protection range: 1 tile AOE
 - Cost: 12 minerals to upgrade from tier I or 20 minerals if you are building from

scratch

- **Force Field [III] (Limit of 1 at a time per player)**
 - Upgraded version of force field [II]. Everything is the same except higher DC and it now stops the space laser and tanks all the damage.
 - DC: 24
 - Protection range: 1 tile AOE
 - Cost: 24 minerals to upgrade from tier II or 36 minerals to upgrade from tier I or 44 minerals from scratch
- **Factory [I] (Each player starts with 1)**
 - Basic factory that makes tier I troops. Limit of 1 troop per factory per turn.
 - DC: 4
 - Cost: 4 minerals to build
- **Factory [II]**
 - Upgraded version of factory [I] that can make both tier I and tier II troops. Limit of 1 troop per factory per turn.
 - DC: 6
 - Cost: 10 minerals to upgrade from tier I or 14 minerals if you are building from scratch.
- **Factory [III]**
 - Upgraded version of factory [II] that can make both tier I, tier II, and tier III troops. Limit of 1 troop per factory per turn.
 - DC: 10
 - Cost: 30 minerals to upgrade from tier II or 40 minerals if you are upgrading from tier I or 44 minerals if you are building from scratch.
- **Drill Sites [I] (Each player starts with 1) (Can only be built on planets)**
 - Basic drill that produces materials for the players.
 - DC: 4
 - Mineral generation: 4 minerals at the start of their turn
 - Cost: 4 minerals to build
- **Drill Sites [II] (Can only be built on planets)**
 - Upgraded version of the drill site [I] that generates more materials per turn.
 - DC: 6
 - Mineral generation: 10 minerals at the start of their turn
 - Cost: 10 minerals to upgrade from tier I or 14 minerals if you are building from scratch
- **Drill Sites [III] (Can only be built on planets)**
 - Upgraded version of the drill site [II] that generates even more materials per turn.
 - DC: 10
 - Mineral generation: 16 minerals at the start of their turn
 - Cost: 20 minerals to upgrade from tier II or 30 minerals from tier I or 34 minerals if you are building from scratch
- **Dyson Sphere [I] (Each player starts with 1) (Limit of 1 at a time per player)**
 - Basic base that generates you energy. You must destroy other players' dyson sphere to win and you must protect your own to prevent defeat.
 - DC: 10
 - Energy generation: 4 energy at the start of their turn
 - Cost: 0 minerals; given to the player at the start of the game
- **Dyson Sphere [II] (Limit of 1 at a time per player)**
 - Upgraded version of the tier [I] that has more DC and generates more energy per turn.
 - DC: 16
 - Energy generation: 10 energy at the start of their turn
 - Cost: 30 minerals to upgrade from tier I
- **Dyson Sphere [III] (Limit of 1 at a time per player)**

- Upgraded version of the tier [II] that has even more DC and generates even more energy per turn.
- DC: 24
- Energy generation: 30 energy at the start of their turn
- Cost: 60 minerals to upgrade from tier II or 90 minerals to upgrade from tier I
- **Space Station**
 - A platform that can be used to build all buildings on with the exception of drill sites. If a building is built on top of it, the building will act like a shield and prevent the destruction of the space station.
 - DC: 8
 - Cost: 10 minerals to build

Hazards

This refers to the natural disasters that will occur starting round 3 and will occur again every 2 rounds. These disasters will vary from happening instantly or last a whole round. Each hazard is labelled 1 - 6 and every two rounds you would roll and see which hazard is deployed. Players after selecting a hazard will then roll two 6 sided dice to decide where they will be impacted by the hazard (the number rolled here corresponds to the number printed on the tiles).

- **Solar Flare (1)**
 - All energy production stopped for an entire round
- **Drill Maintenance (2)**
 - All mineral production stopped for an entire round
- **Power Surge (3)**
 - Doubles the damage of everything for an entire round
- **SuperNova Explosion (4)**
 - All shields disabled for an entire round
- **Meteor Shower (5)**
 - Damages everything that the asteroid lands on and is effective immediately. 2 six sided dice is rolled 3 times and the number you roll each time will have asteroids for all of the tiles that have that number on it. The damage will come from 1 six sided dice.
- **WormHole (6)**
 - Displaces troops and buildings to other locations. Roll two six sided dice to see which tiles are going to be affected and then roll two six sided dice again to see which tiles they will be displaced to. Buildings on planets will not be moved however, ships hovering over planets will and buildings on space stations will move as a whole. Planets are not affected.

Objective

The objective of the game is to destroy all of the other players' Dyson Sphere to win. If the game goes on too long, the winner is decided on who has the most material after selling all troops and buildings.

Set Up

2 players - Choose opposite corners of the map and each player gets a sun and two planets to build on at the start of the game. Each player receives 1 Dyson Sphere [I], 1 Drill Sites [I], and 1 Factory [I] to be placed on the star, and two planets. Players also start with 0 Materials and 0 Energy but will gain them upon their first turn.

3 players - Choose opposite corners of the map like the corners of a triangle and each player gets a sun and two planets to build on at the start of the game. Each player receives 1 Dyson Sphere [I], 1 Drill Sites [I], and 1 Factory [I] to be placed on the star, and two planets. Players also start with 0 Materials and 0 Energy but will gain them upon their first turn.

4 players - Choose opposite corners of the map like the corners of a square and each player gets a sun and two planets to build on at the start of the game. Each player receives 1 Dyson Sphere [I], 1 Drill Sites [I], and 1 Factory [I] to be placed on the star, and two planets. Players also start with 0 Materials and 0 Energy but will gain them upon their first turn.

6 players - Each player chooses 1 corner of the map and each player gets a sun and two planets to build on at the start of the game. Each player receives 1 Dyson Sphere [I], 1 Drill Sites [I], and 1 Factory [I] to be placed on the star, and two planets. Players also start with 0 Materials and 0 Energy but will gain them upon their first turn.

Game loop

[Flow chart](#)

Turn phases

Get resources - Once your turn, you first collect all of the materials and energy generated by your buildings.

Build - After collecting your resources, you are allowed to build one building of your choice or build your troops with your factories.

- Requirements for buildings:
 - Player troop is either on top of the planet or adjacent to it
 - Buildings are built on non-occupied planets
 - Sufficient resources
- Requirements for troops:
 - Player troop is not built on enemy planets
 - Player troop is built on a tile that is adjacent to the factory
 - Troops are not built on enemy troops
 - Sufficient resources

Move - After the initial build phase, you are allowed to spend energy to move all of your troops to wherever you would like.

Attack - After the movement phase, you are allowed to spend energy to command however many troops to attack enemy player troops or buildings.

- How attacking works:
 - If you attack an enemy player and you succeed by rolling the same or higher DC, then the enemy troop or building is destroyed.
 - If you attack an enemy player and you fail by rolling a lower DC, then the player you just attacked can retaliate if you were attacking a troop. The enemy would then get a chance to see if they can roll the same or higher DC. If the enemy succeeds, then your ships get destroyed and the game continues. If the enemy also fails then the game still continues as if nothing happened. Retaliating also costs energy.

Build - After the attack phase, it is another build phase with the same criteria as the initial build phase.

General Rules

1. Troops are able to fly over their own planet with their buildings on it however they are forbidden to do so if it is an enemy planet.
2. Drill sites must only be built on planets.
3. No stacking troops on top of each other.

4. Forcefield cannot be placed within the radius of an enemy building or troop.
5. Players are not allowed to go into enemy forcefields.