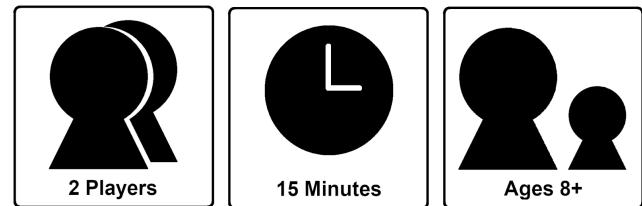


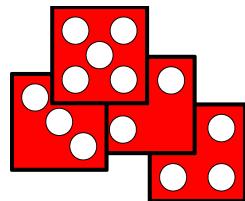


**Star Sprint: Cooperative Dice Game**  
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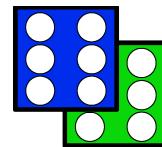


### List of Components

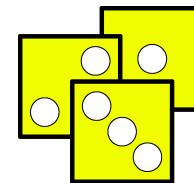
**10 Enemy Dice**



**2 Player Dice**



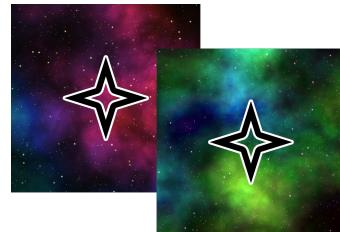
**3 Action Dice**



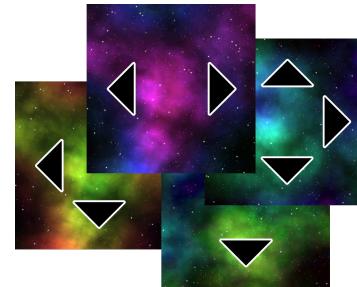
**1 Spacecraft Card**



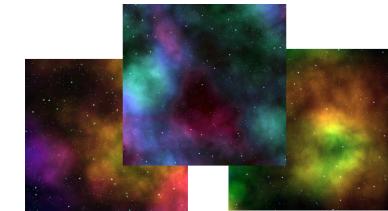
**6 Star Ring Cards**



**12 Encounter Cards**



**16 Open Space Cards**



**Setup:**

Shuffle the deck, place all cards face down, forming 5 rows with 7 cards each. The spacecraft card is double sided and will always appear face up. Place both players dice on the spacecraft card, with the six facing up, this denotes the player's health. You are ready to play.

**Gameplay:**

Your objective is to collect six star rings and return to the spacecraft. If either player's health is reduced to zero, game over. The first player will roll the three action dice. These dice can be spent to move or attack. You do not need to use all three action dice, you may pass at any time, however, if you do not reveal any new cards during your turn, you will lose 1 health, so it is best to keep moving. Enemies will move and attack at the end of each player's turn. There can only be one enemy die per card, players may not share a space with an enemy die or move through enemies, however, both players may share the same card and move through each other.

**Player Movement:**

A player may spend one action die to move. You may move orthogonally in any direction, up to as many spaces equal to the number rolled on the spent die. Flip cards over as you move on them to explore that location. If any Encounter cards are revealed (cards with arrows) the player must stop on this tile and resolve enemy placement (see example below). After enemies have been placed, players may continue their turn with any remaining unspent dice. The die that brought you to the Encounter card is considered spent and can no longer be used, even if you didn't move up to its maximum value.

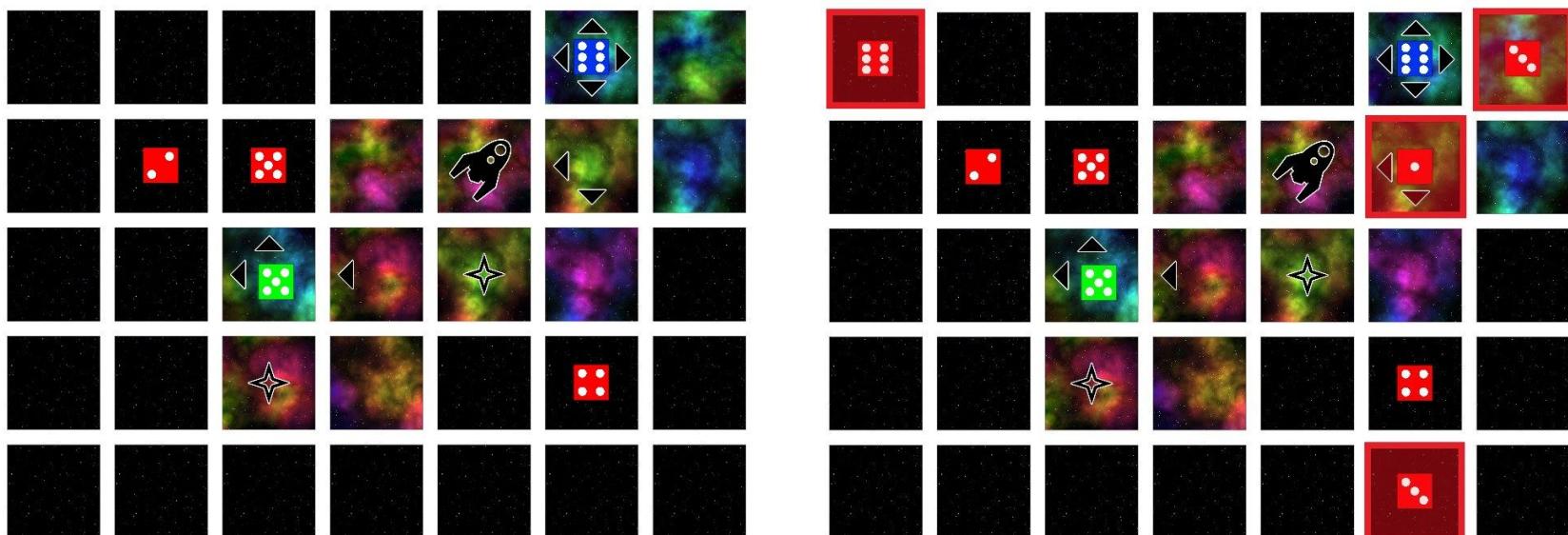
**Player Attack:**

You may attack any enemy die from any distance in a straight line. Each enemy's health is the number shown on their die. Your attack strength is the value shown on the spent action die. If the action die is higher, the enemy is defeated, remove the enemy die from the card. If the action die is lower, you deal that much damage and spin the enemy's die down to reflect their new health. Each action die spent can only attack one enemy. If another player's die is in between the target enemy, you may still attack, players's dice do not block each other. However, you may not target and attack an enemy that is behind another enemy.

### **Enemy Placement:**

After revealing a card with an arrow you must place the appropriate number of enemies, varying from 1 to 4. You may rotate the tile to any orientation before placing enemies. Roll as many dice equal to the number of arrows and place one on the furthest open space in the direction of each arrow. In certain situations, this may actually be behind the arrow (see example below). If all ten enemy dice are already on the board, you do not need to place any new dice when revealing encounter cards.

### **Placement Example:**



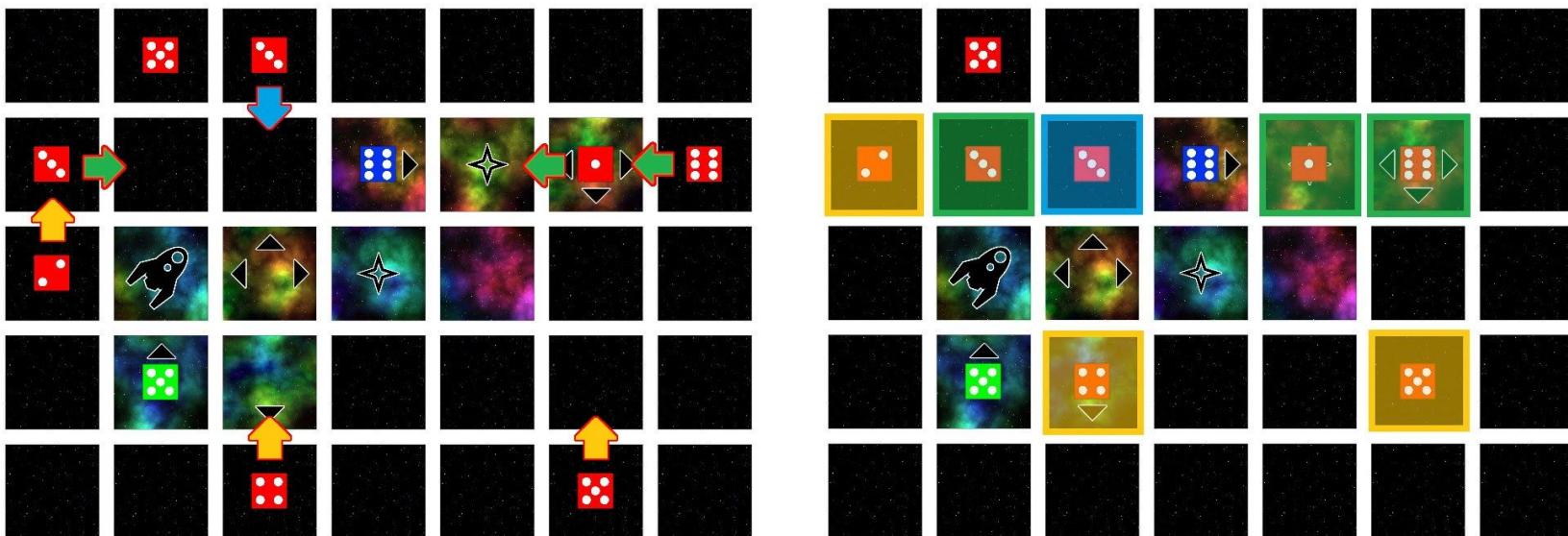
In the picture above the blue die is the active player and just revealed an encounter card with four arrows, they must place four enemy dice in the furthest available card in each direction, these cards are highlighted in red.

Because there is no card above the top arrow and the player is already occupying the furthest card, the enemy will spawn on the card just below the player. This would be the next available spot in that direction. If all cards in a given row or column are occupied, then no additional die will be placed.

### **Enemy Turn:**

Starting in the row with the active player, all enemies in the same row will move one space closer to the player if possible, if the enemy is already adjacent to the player, it does not move. In the next row above the active player, move each enemy down one space closer to the player, continue doing this for every row above the player. Then starting with the row below the active player, move every enemy one space up, continue doing this for all rows below the player. It is important to follow the correct order for movement because if another enemy die is blocking the card it will not move. All enemies adjacent to either player will attack for 1 point each. If a single enemy is adjacent to both players at the same time, it will attack both players simultaneously.

### **Enemy Movement Example:**



In the example above, the blue die is the active player. Enemies move in order, starting from the row with the active player, these movements are highlighted in Green. Next, we look at the rows above the active player, these move down highlighted in Blue. The 5 does not move as it is now blocked by the 3. Finally we look at all the rows below the active player, these move up and are highlighted in Yellow. After movement, all adjacent enemies attack. In the example below, the blue player would lose 2 health and the green player will lose 1 health.