

Game Manual: Celestial Conquerors

Welcome to Celestial Conquerors, your origami skills, shooting, and sheer luck will determine the fate of your space bases. Craft cunning attack projectiles and clever defensive shields to outwit and outlast your opponents on a hexagonal star map.

Gameplay Flexibility

This game was created with flexibility in mind; the number of paper squares used for attack and defense, as well as the number of large base papers, is not limited to what is specified here. In addition, paper type and size used is up to the discretion of players; gameplay will thus vary.

List of things that you will need:

- 5 Small (origami) paper squares per player/team (10cm x 10cm)
 - Papers can either be differentiated via markings using a marker or pencil, or coloured paper
- 3 Larger base paper cylinders (10cm x 20cm)
- 1 Six-Sided Die
- Action Card deck
- Paper Armada hexagonal game board

Getting Started

1. Board Setup: Place the Paper Armada game board in the center.
2. Each player chooses a base zone; areas denoted in a red shade (maximum number of 6 teams).
3. Place your 2 base tower papers in the center of your zone/side.
4. Each player is given 2 initial action cards to use during any given round.

5. Using the 5 small pieces of paper, players must separate them into attack and defense papers
 - a. Defense papers are to be placed within the red area to defend the base. They cannot be placed outside of this area.
 - b. Attack papers start on the tiles surrounding the red area. They cannot enter any of the red areas on the board.

How to Play

Paper Armada is played in rounds. Each round, the player picks **one of the four** actions per turn and immediately executes it. Everytime a collision occurs between attack and defense pieces, a dice is rolled to determine the outcome. No dice is rolled on collisions between papers and towers. **Once all of a player's towers are knocked out, they are eliminated from the game.**

- When a dice is rolled, players should pick a number (or numbers) based on the probability associated with an event (ie. collisions could be 1/6)

Actions

Players must pick ONE of FOUR actions per turn:

- **Attack:** Flick one attack paper within the hexagon game board. Try to hit enemy bases/towers or use it as movement
- **Defense:** You are able to move all of your defensive papers to counter any given threat; strategize to account for future threats!
- **Transform:** You have the ability to change any given numbers defensive papers into offensive projectiles or turn your defensive papers into offensive projectiles!
- **Play Action Card:** Play an Action Card immediately.

Attack details

When you choose to attack, your primary objective is to topple all three of the enemy's main towers. In order to accomplish this, you will have to shoot your offensive paper's by flicking them with your finger.

- The enemy will strategize in order to defend their towers by: building defensive shields, maneuvering away from the source of danger, and by playing action cards when needed.
- **Collisions with towers:**
 - No dice is rolled. If a tower falls, it is eliminated and can be removed from the board.
- **Collisions with enemy attack pieces:**
 - Each player rolls a dice, such that the player whose turn is on goes first. They both have a $\frac{1}{6}$ chance of destroying the enemy attack paper, determined by picking a number and seeing which number is rolled.
 - If no attack paper is destroyed, gameplay continues from where the papers landed.
- **Collisions with enemy defense pieces:**
 - When colliding with enemy defense pieces, play continues similarly as it does with enemy attack pieces. The difference is that defense pieces have $\frac{4}{6}$ chances of surviving.
- **Complete miss (out of bounds):**
 - This counts as the attack paper being destroyed.

Defense details

- For defensive maneuvers, a dice must be rolled. Depending on the number on the player's dice roll, the player gets to move any number of defensive papers, as long as the number of tile movements does not exceed the dice roll number.
 - Not all tile movements have to be used; they will however reset when the turn ends.
 - For instance, with a roll of three, you could move one defense paper one tile and another defense paper two tiles.
- A player may choose a defensive maneuver if they are expecting a threat from a given direction to better prepare for its towers' survival.

Chance: Action Cards

To spice things up! Action Cards add special effects like:

- Movement boosts
- Additional actions
- Enemy debuffs
- Bonus papers
- Base regeneration! (This is a rare one)

To draw action cards, you must have at least one ship on an area of interest tile.

You must roll a dice for every piece of paper that exists on an area of interest; receiving an action card is based on a probability determined by the tile in which your paper is on:

- Yellow: 3/6
- Blue: 2/6
- Green: 1/6

However, the choice to roll a dice for an action card is optional.

Action cards that are played are to be kept in an active pile/area until their conditions are satisfied. Only then should they be discarded into a discard pile.

Debuffs take precedence over all other action cards. No action card buffs can be played or activated until the debuffs have worn off.

When not played, action cards are not to be revealed to other players.

Winning!

The last player with at least one surviving base takes control of the star system!

Tips and Tricks

- Clever Combinations: Big defense shields are hard to bypass, but they come at a cost of offensive ability in terms of the amount of offensive papers that will be left available.
- Action Card Chaos: Save cards to turn the tide at the right moment!