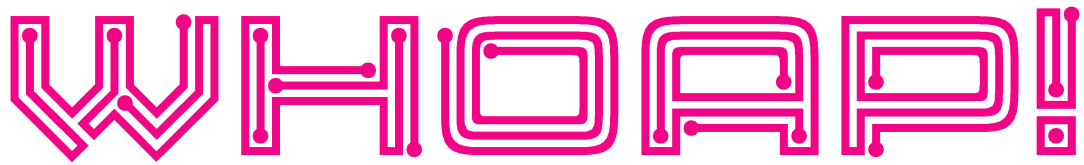


WHOOA!



The **Kaiserreich** is under attack and the **Kaiserschiff** is in danger. There are two fractions, your goal is either to destroy it or to save the ship! Work with your teammate to achieve your goal!

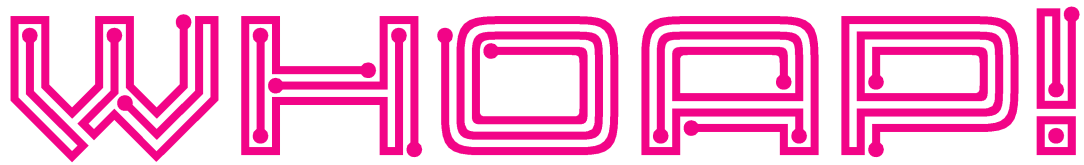




WHOAP! is a hybrid game. The board game is available in web browser (it means it is usable on tablet) and cards are purely physical. There are two types of cards: (i) space cards to move the ship and (ii) action cards to confuse the enemy.

Setting up the Game:

- Print out the cards (17x action card, 63x movement card, 4x faction card)
- Set up the game board
 - o Use the digital game board (<https://skletz.github.io/whoap/src/>) or
 - o Print out the board, ship and a couple of asteroids (15+)
 - o Randomly distribute 10 asteroid markers on the game board and put the Kaiserschiff on the middle field on the empty short short side of the board(physical version only)
- Randomly give each player a faction card. (Each player is only allowed to look at their own faction card.)
- Shuffle the action cards and give each player 3 action cards. The remaining action cards are not part of the game.



- Shuffle movement cards and give each player 3 movement cards. Put the remaining movement cards on a new pile (the draw pile).
- Use an indicator for the remaining shield points of the Kaiserschiff to 3 (physical version only)

Tipp: If you find this game is unbalanced, change the number of shield points or asteroids to change the balance. (You can also do this in the code/browser development console)

Playing the Game:

- The game is played in turns. There are two different types of turns. (Normal Turn, Asteroid Placement Turn).
- The game starts with a normal turn.
- If the ship would move on an asteroid or outside of the game field, it loses one shield point instead of moving. If the Kaiserschiff is reduced to 0 shield points, the Players of the Republican faction immediately win.
- If the ship moves on the pink goal markers, the Players of the Kaiser faction win.

Normal Turn:

- Each Player plays one of their 3 movement cards face down in the middle.
- The movement cards are shuffled.

WHOOA!

- Turn the top card face up. Move the ships according to the arrows. (Cards are always oriented along the laser stripes.)
- For each card that shows an asteroid, the next round(s) are asteroid placement rounds instead of normal turn.
- After each turn, fill each players hand to 3 movement cards. If the draw pile would be empty, shuffle used movement cards, this is your new draw pile.

Asteroid Placement Turn:

- Same rules as normal turn.
- Instead of moving the ship, place a new asteroid.
- Ignore existing asteroids. If the target field already has an asteroid, don't place a new asteroid.

Action Cards:

- Each player can play one action card per turn.
- Action cards can be played at any time. That means they can be played after a movement card is turned up, but before it is executed.
- Action cards are not redrawn. Once all 3 action cards of a player are played, that player can't play actions anymore.

WHOAP!

Clarifications:

Freizügige Kaiserliche Kompensation:

All players play their movement cards open in their next turn.

Whoap!Sprung:

Increase the movement of the next movement card executed by one. This can be any direction that is indicated on that movement card. ("Up Up" would be "Up Up Up", "Up Right" would be "Up Right Right" or "Up Right Up" or "Up Up Right".) Asteroids are ignored for this movement card.

Spontanbeschleunigung:

Immediately move the ship one field in the indicated direction. Asteroid and Goal hit rules apply.