

Introduction to ASTROPLANE™ :

Welcome to the future ! ASTROPLANE™ is based on **astrophysics theory and terminology** , but you don't have to be a **Rocket Scientist** to play!

As an Astroplane Fleet Commander, your mission (and the objective of the game) is simple: Following the rules of the game, strategically maneuver your astroplane game pieces into the center of the galaxy at the center of the board.... and thus gain control of all travel through the Black Hole in the center of the galaxy.

Important : If you are learning **ASTROPLANE™** on your own, without help from someone who has played before, **DO NOT** try to learn all the rules, terminology, and special moves before starting to play. Just quickly read through the instructions once and then focus on learning the basic moves. As you play your first few games, continue to refer to the instructions in order to incorporate additional moves into your strategy.

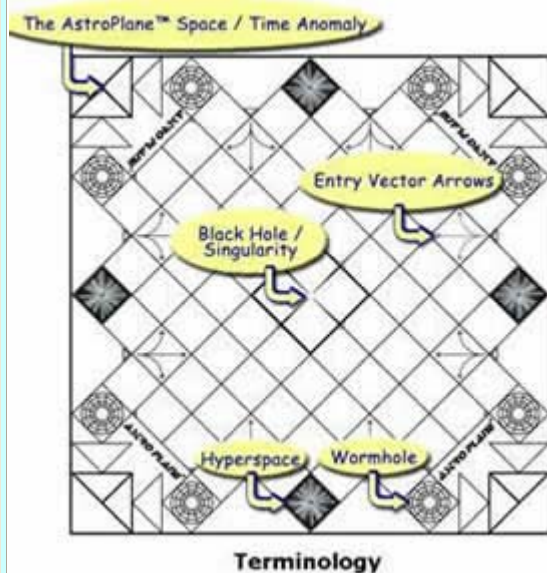
The more you play, the more familiar you will be with the features of the game, and the better you will become at formulating strategies to out-wit your opponents! Have fun!

Astrophysics Terminology :

- **Black Hole** : A region in space-time where the force of gravity is so strong that nothing can escape from it, not even light.
- **Singularity** : A point in space-time at which gravitational forces cause matter to have infinite density and infinitesimal volume, and space and time to become infinitely distorted.
- **Hyperspace** : A theoretical region in space-time with more than three dimensions.
- **Wormhole** : A theoretical tube-like phenomenon created by a black hole connecting one region of the universe to another, or a bridge to from one universe to another.

ASTROPLANE™ Game Terminology :

- **Astroplanes** – the spacecrafts represented by the game pieces.
- **Squares** – two astroplanes positioned back to back in a space within the grid.
- **Apex** – one of 4 points within a space in the grid at which 2 lines cross.
- **Entry Vector** – an apex of a space in the grid through which a game piece enters the space.
- **Entry Vector Arrows** – arrows on the board pointing into the 3 apexes of an entry space outside of a Start Area. The arrows indicate where the game piece can be positioned in the space for movement into another space or for stopping at the end of a move.
- **The Singularity** – the common apex of the 4 spaces in the center of the board.
- **The ASTROPLANE™ Space / Time Anomaly** – the mysterious astrophysical phenomena that flies two astroplanes from the corner of the board directly into The Singularity in a single turn. The act of firing and flying the 2 astroplanes into The Singularity is called “Astroplaning”.

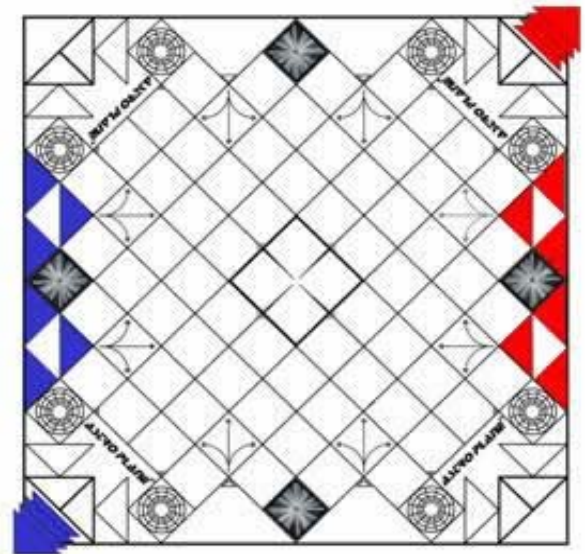


Game Setup & Start:

As shown in diagram on the right, place 3 pieces in each of the 2 Start Areas for each player and stack the remaining 4 pieces on top of each other in the corner of the board to the right of the player's Start Areas.

Once a piece is placed in a Start Area, it cannot be moved to the other Start Area.

Play begins with the youngest player. Play rotates in a clockwise direction.



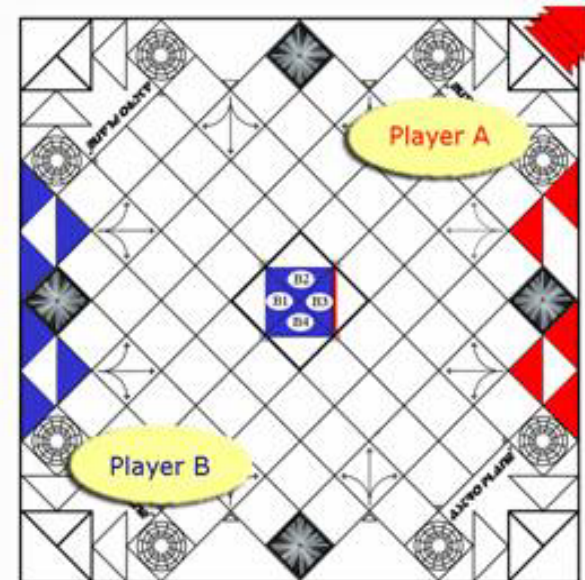
Two Player Setup

How To Win:

- During the course of the game, players move their astroplanes into The Singularity (see definition above) and stack them on top of any pieces already there. When a player has pieces on top of all 4 positions at the same time, they earn a **“true win”**.
- Not all games end with a **“true win”**. With 2 players in the game, if a player is unable to make another move, the game ends. Players then add up points to determine the game winner:
- 3 points for each opponent's piece eliminated (explained below)
- 2 points for any piece showing on top in The Singularity
- 1 point for every piece in The Singularity not on the top of the stack

Note: When 3 or 4 players, the pieces belonging to the player who cannot move are removed from the board (except any in The Singularity) and the game continues on.

- When playing multiple games to a total number of points (e.g. 40 points), a **“true win”** counts as 8 points for the winner and 0 points for all other players.



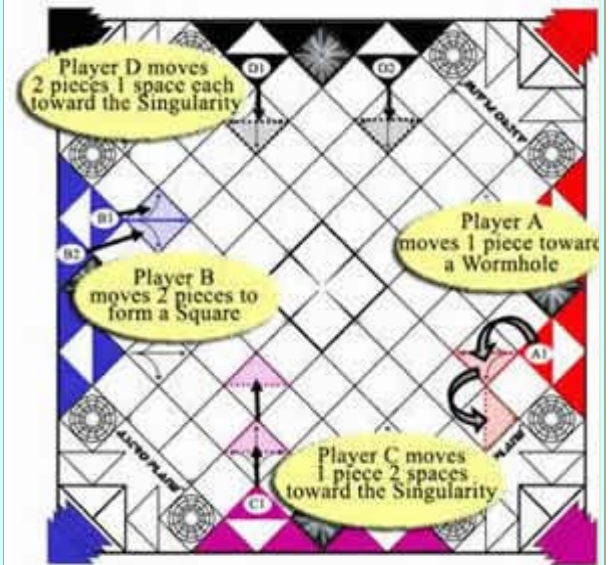
How to Win
Player B achieves a “true win”

The Basic Moves:

- Game pieces travel through the apex of the space into which they point.
- Upon entering the next space, the piece may be positioned into any of the other 3 apexes of that space. The arrows just outside each of the two start positions illustrate the 3 options for positioning a piece within a space.
- Pieces either move into a position that is completely unoccupied or onto the top of another piece.
- Each player gets 2 moves per turn. A single piece can be moved 2 spaces or 2 pieces can be moved 1 space each.

Forbidden Moves:

- A piece cannot move thru a position that is already partially occupied.
- Once positioned, pieces cannot be rotated into another apex of a space.

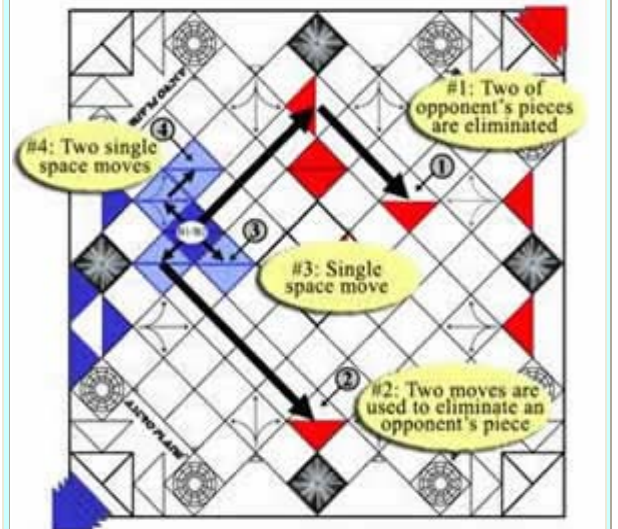


The Basic Moves
1st turn examples of 4 players

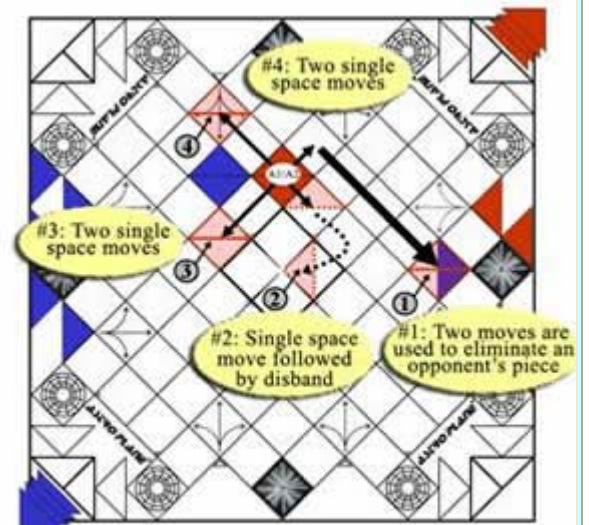
The ASTROPLANE™ Square:

Here are 6 unique characteristics and capabilities of the **Square** formation:

- **How and where Squares form:** Following the rules of the basic moves, two of a player's pieces can be positioned back to back in the same space within the grid. A Square can form and travel anywhere within the grid on the board **except:** Wormholes, Hyperspace, The Singularity, and The **ASTROPLANE™** Space / Time Anomaly triangular spaces.
- **How Squares navigate:** Instead of moving through the apex of a space, Squares move together laterally in one direction per move. Moves of Squares count the same as moves of single pieces: one set can move 2 spaces per turn or two sets can move 1 space each per turn. Also, a player can move a combination of Squares and single astroplanes in the same turn.
- **“Elimination” of opponents’ astroplanes (a.k.a. “The Kill Move”):** A powerful capability of a Square is the ability to travel in a single direction through **as many spaces as necessary** to destroy an opponent's piece. This multi-space “elimination” maneuver counts as one move, **but is only allowed when no other piece is between the Square and the target piece.** The eliminated piece is removed from the board. In the same way, Squares can eliminate multiple pieces stacked in the same position on the board. A player's own pieces in the stack are also removed from the board, but do not earn points.



Four possible ways for Player B to move Square B1/B2



Four possible ways for Player A to move Square A1/A2

Secrets of ASTROPLANE™ - learn how to surprise "Kill"

an opponent's piece.

- **Navigation limitations:** Squares can pass by opponent's pieces, but they may not stop in a space next to an opponent's Square. They can stop kitty-corner from an opponent's Square, but they cannot be side-by-side. Squares of the same fleet are allowed to stop next to each other.
- **Impenetrable:** Squares cannot be jumped over, landed on, or eliminated. Thus, they can be positioned to protect a player's single pieces from being eliminated by an opponent's Squares.
- **Ability to disband:** Squares can easily change back to single astroplanes by moving either piece out of the space in the same manner a single piece moves.

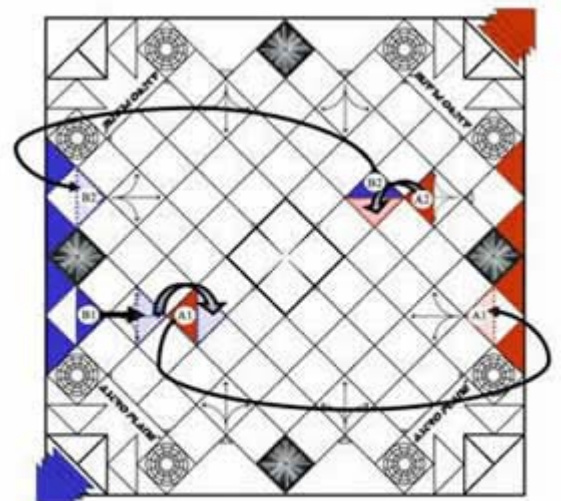
Secrets of ASTROPLANE™ - learn how to position a Square to align one of its two pieces with the Parallel Universe .

Forbidden Moves:

- Single pieces cannot land on or jump over Squares.
- Squares cannot land on or jump over other Squares.
- Squares are not allowed to remain side-by-side with opponents' Squares.
- Squares cannot form in Hyperspace, Wormholes, or The Singularity.

Sending An Opponent's Piece Back to Start:

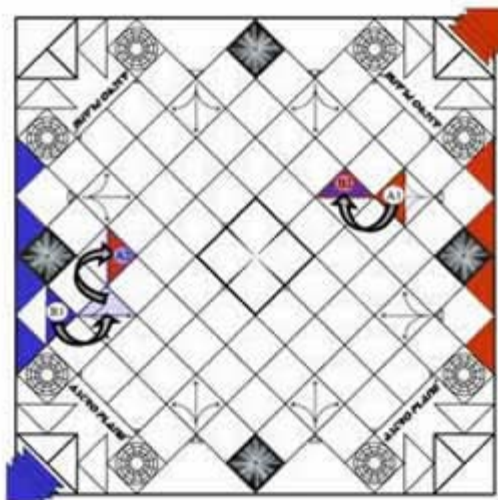
- When a piece is moved into a space occupied by an opponent's piece and is positioned in the opposite half of the space, the opponent's piece is sent back to one of its Start Areas. The player sending the piece back places the piece into one of the opponent's 2 Start Areas.
- Just as with single pieces, a stack of pieces can be sent back to the Start Areas. This includes any of the player's own pieces in the stack!!!



Two examples of sending an opponent's piece back to the Start Area

Holding An Opponent's Piece Captive:

- When you land one of your single pieces on top of an opponent's single piece **and leave it there at the end of your turn**, your opponent's piece is placed in a "captive" state. This is also known as "**The Capture Move**". Your opponent cannot move their piece until you "release" it by moving your piece into another space.
- Pieces can be "held captive" in Hyperspace, Wormholes, within The **ASTROPLANE™** Space / Time Anomaly area, as well as in any other space within the grid, except The Singularity.
- When you move your piece off your opponent's piece ("release it") during another turn, you earn a "bonus" move to use during that turn. This "bonus" move can be used to move the same piece an extra space, or it can be used to move some other piece or Square.
- A player is allowed to land on and jump over their own astroplanes. However, **no** "bonus move" is earned when the piece is moved off.



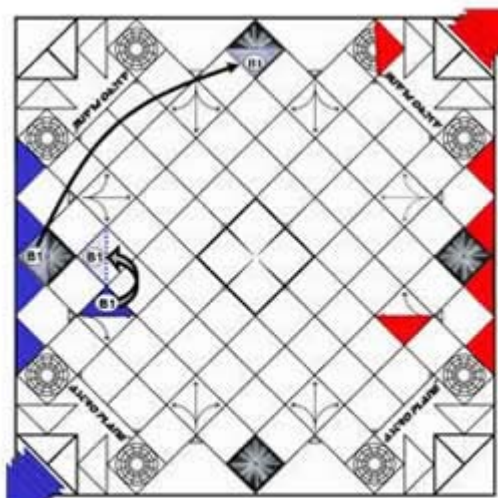
Two examples of "Holding an Opponent's Piece Captive" by landing on top of the opponent's piece

Hyperspace:

- Entry into Hyperspace enables travel to any other hyperspace location, providing quick access to all sides of the board.
- Upon entering Hyperspace, the piece must immediately move to one of the other 3 Hyperspace locations. It cannot remain in the entry Hyperspace position.
- Travel through Hyperspace to one of the 3 other Hyperspace positions is an extension of the move into the Hyperspace entry space. It does not count as one of your two moves. If you have a remaining move in your turn, you can either move the piece out of Hyperspace or move another piece.
- A player's piece can land on ("Hold Captive") or jump over an opponent's piece in Hyperspace..

Secrets of ASTROPLANE™ - learn why Hyperspace circumnavigates both universes.

Forbidden Move: A piece cannot remain in a Hyperspace entry position.



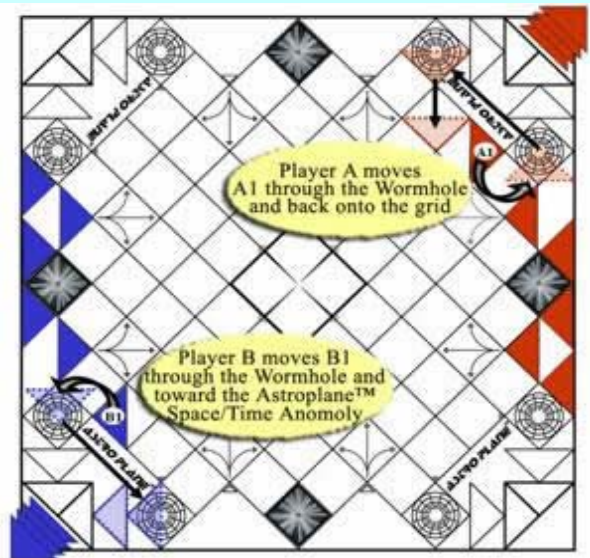
Player B moves piece B1 into and through Hyperspace

Wormholes:

- Wormholes allow access to both sides of The **ASTROPLANE™** Space / Time Anomaly.
- Traveling from one end of a Wormhole to the other is an extension of the move into the Wormhole entry. It does not count as one of a player's 2 moves per turn.
- Traveling through the Wormhole is optional. Also, it is not required that a piece travel through a Wormhole on the same turn it lands on it. Traveling through the Wormhole does not count as a move even if it's not done on the same turn as when the piece lands in the entry position.
- After traveling through a Wormhole, the player must commit the piece to either traveling toward The **ASTROPLANE™** Space / Time Anomaly (piece B1 in diagram) or going back onto the grid (see piece A1 in diagram). The apex in which the piece is placed dictates the direction it must move next.

*Secrets of **ASTROPLANE™** - learn how to fall through one Wormhole to the next in order to gain access to the Parallel Universe.*

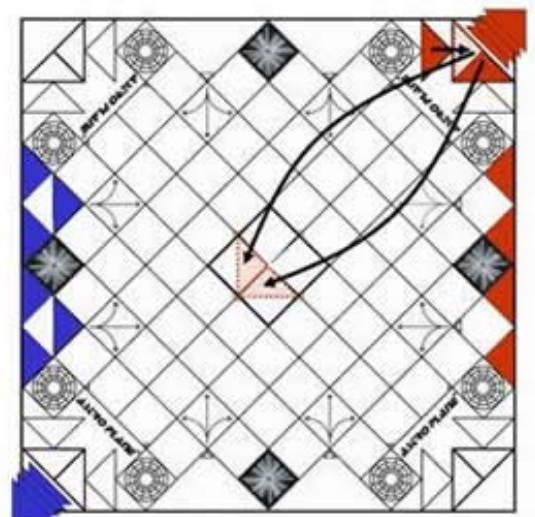
Forbidden Move: After a piece travels through a Wormhole, the next time it is moved travel back through the Wormhole is forbidden.



Two examples of players using a Wormhole.

The **ASTROPLANE™** Space / Time Anomaly:

- The **ASTROPLANE™** Space / Time Anomaly flies two pieces directly into the opposite side of The Singularity from which they were fired. All players are allowed access to any of The **ASTROPLANE™** Space / Time Anomaly areas located in the 4 corners of the board.
- In order to use The **ASTROPLANE™** Space / Time Anomaly, one side must be "loaded" and the other side must be "armed". This means one piece must be in the "firing" position and one must be just outside the "firing" position on the other side of The **ASTROPLANE™** Space / Time Anomaly.
- Once "armed", firing the pieces requires 2 moves. Moving the 2nd piece into the firing position is the 1st move. The 2nd move is the 2 pieces traveling together from the firing positions into the 2 positions on the furthest side of The Singularity.



The **ASTROPLANE™** Space / Time Anomaly
Player A fires A1 & A2 into The Singularity

Secrets of **ASTROPLANE™** - learn how to fire The **ASTROPLANE™** Space / Time Anomaly without arming it first.

Forbidden Move: Pieces belonging to different players cannot be fired together from The **ASTROPLANE™** Space / Time Anomaly.

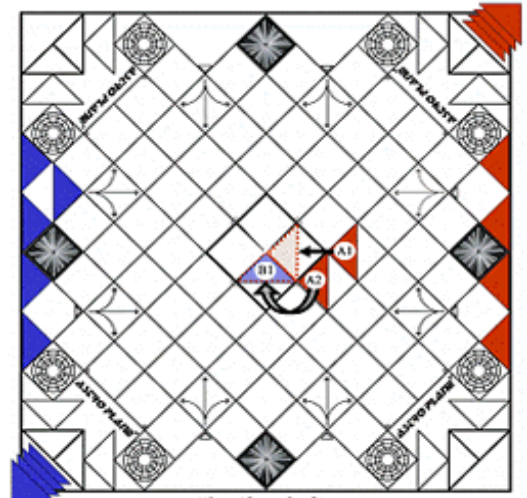
The Singularity:

- The Singularity targeted for control by the players, is surrounded by the 4 spaces in the center of the board. Eight of the 12 “Access Paths” (Entry Vectors) into these 4 spaces are identified on the board with small Entry Vector Arrows.
- Any piece entering one of the 4 spaces around The Singularity must be positioned only in the apex that points into The Singularity (the very center of the board). The piece must remain in that position until the end of the game.
- Pieces stack on top of any other piece already positioned in the space.
- Pieces placed in reserve at the corner of the board are brought into play as a player’s pieces are moved into The Singularity. For each piece moved into The Singularity, one piece may be taken from the corner and placed into either of the player’s two Start Areas. After “Astroplaning”, a player gets to bring 2 pieces into their Start Areas.

Secrets of **ASTROPLANE™** - learn the mystery of The Singularity.

Forbidden Moves:

- Pieces can never be positioned sideways in The Singularity.
- Once positioned in The Singularity, pieces cannot be moved.



The Singularity
Player A moves two pieces into the center of the board.
Each piece must point into the Singularity of the Black Hole.
Note: Piece A2 is stacked on top of piece B1.