

BASIC ASTROPLANE® - PHASE II

Hyperspace

- **Hyperspace:** In Astrophysics - a theoretical region in space-time with more than three dimensions. In the game - four locations on the board where, upon entry, the astroplane ship is automatically transported to any one of the other three **Hyperspace** locations.

Hyperspace provides quick access to all sides of the board and is a portal into the "Parallel Universe" – the half of the spaces in the board's grid which are not connected to your "Start Areas", including two of the four spaces of *The Galaxy*!



Upon entry into a **Hyperspace** location, **without using another move**, the piece is immediately transported to another **Hyperspace** location and placed in the exit position. Exiting **Hyperspace** requires another move, either in the same turn or on another turn.

Optional Hyperspace Re-Entry Maneuver: If players agree at the start of the game, a piece in a **Hyperspace** exit position can use a move to travel to another **Hyperspace** exit position.

Basic Warfare Maneuvers

Upon entering a space occupied by another piece, only one or two options exist (only the first option exists in **Hyperspace**. Also, remember your piece can't turn all the way around):

1. Land directly on top of the other piece

When you land on top of another piece, the other piece is "Held Captive" and cannot be moved until your piece is moved to another space. Beware!...multiple pieces can stack in the same space, so an opponent's piece can land on yours and hold it captive!

When you release your opponent's piece by moving your piece to another space, on a later turn or on the same turn, **you earn a bonus move!** This extra move can be used to move any of your pieces during the same turn that the bonus move is earned.

2. Land in the opposite half of the space

Landing your piece in the opposite half of a space occupied by another piece automatically sends the other piece "Back to Start" (even if it's your own piece, unless you are playing **Advanced ASTROPLANE®**). If the space is occupied by a stack of pieces, then **all** pieces in the stack, including any and all of your own pieces, are sent "Back to Start". You chose which of the player's "Start Areas" to place the piece(s)!

Note: As a piece enters **Hyperspace**, it does not land. It is immediately transported to another location. Therefore, it can never send a piece in the exit position "Back to Start".

Forbidden Move: Pieces cannot land on, jump over, or fly through one half of another piece.

 **Astro-buddies, take 3 or 4 turns and then go on to Phase III!**