

# BASIC ASTROPLANE® - PHASE III

## Wormholes

- **Wormhole:** In astrophysics - a theoretical tube-like phenomenon providing a pathway from one region of the universe to another or from one dimension to another. In the game - in each corner of the board at the entrance to **The ASTROPLANE® Space/Time Anomaly** are two connected **Wormhole** entry/exit locations.

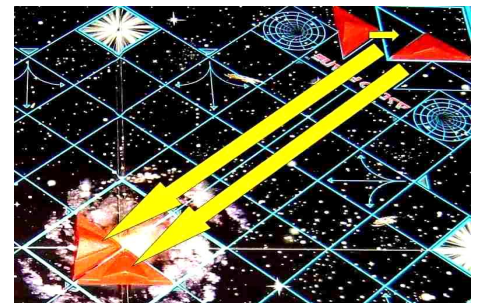
**Wormholes** provide quick access to both sides of **The Space/Time Anomaly** and to the "**Parallel Universe**". When an astroplane enters a **Wormhole** location, it can travel to the other end of the **Wormhole** within the same corner of the board **without using a move**. At the other end of the **Wormhole**, the piece is positioned either facing toward **The Space/Time Anomaly** (as shown) or facing back out toward the board's grid for entry into the "**Parallel Universe**". Traveling through a **Wormhole** is optional. Also, a piece can travel through a **Wormhole** in a future turn in either direction **without using a move**.



## The ASTROPLANE® Space/Time Anomaly

- **The ASTROPLANE® Space/Time Anomaly:** In astrophysics - well, scientists have not yet discovered this! In the game - this refers to the mysterious phenomena that fires two astroplanes from a corner of the board directly into **The Galaxy**.

**The Space/Time Anomaly**, located in each corner of the board, must first be "**armed**" with one piece in one firing position and one just outside the other firing position. Two moves **within the same turn** are required to 1) move the second piece into the firing position, and then 2) fly the pieces into the two **farthest positions** of **The Galaxy** as shown in the picture.



**Optional Quick Fire Rule (recommended for beginners):** As soon as a player has a piece in each of the two firing positions, the pieces automatically fly into the two farthest positions of **The Galaxy** without using a move. Experienced players will enjoy the challenge of the standard rule.

**Note:** Should two or more players occupy the same firing position, when any player gets at least one piece in each of the two firing positions, then all pieces in both firing positions fly into the center of the board. The pieces remain stacked as they were in the firing positions.

**Ok Astro-commanders, have fun formulating your strategies !!!**

For **Advanced ASTROPLANE®** rules and a 'mock game', visit our website at [www.astroplane.com](http://www.astroplane.com).