

ADVANCED ASTROPLANE®

- **The ASTROPLANE® Square Formation:** Two astroplanes positioned back-to-back, transforming into a craft with different powers and abilities than single astroplanes.

Play a few games of Basic Astroplane before trying advanced play!

Special characteristics/capabilities of The ASTROPLANE® Square Formation:

1. **Formation:** Following the rules of the "**Basic Move**", two of a player's pieces can be positioned back-to-back in the same space forming a **Square**. A **Square** can be formed and travel anywhere within the grid of the board **except: Wormholes, Hyperspace, The Galaxy**, and any space adjacent to an opponent's **Square**.
2. **Navigation:** Instead of moving through corners of a space, the two pieces move together through the sides of a space. Moves of **Squares** count the same as moves of single pieces: one **Square** can move two spaces per turn, or two **Squares** can move one space each per turn. A player may also move a combination of **Squares** and single astroplanes in the same turn.



3. **"Elimination" of opponents' pieces:** A **Square** has the powerful capability to travel in a single direction through *as many spaces as necessary* to eliminate opponent's single astroplanes. This multi-space "**elimination move**" counts as one move and is *only allowed when no other piece is between the attacking Square and the target piece*. Eliminated pieces are removed from the board. Multiple pieces stacked in the same space can also be eliminated in this same way. Note: Any of the player's own pieces in the stack are also eliminated and removed from the board with no points awarded – so consider the cost!

Optional "elimination" rule: If all players agree at the start of the game, allow **Squares to eliminate opponents' Squares**. (This gets a bit crazy with 3 or 4 players.)

4. **Ability to disband:** **Squares** can easily change back to single astroplanes by moving either piece out of the space following the "**Basic Move**" rules for single pieces. Also, an opponent's single piece can disband a **Square** by landing on one of the two pieces, holding it captive and sending the other piece "**Back to Start**".

