**The end game: SAVE YOUR PLANET! The Rules**

**Story of the game:**

Opacus’ expands the black shield on his planet and tries to absorb all the other planets. In order to protect ourselves we must build our own protection shields on all the planets.

The inhabitants from each different planet must organise the construction on their planet. Therefore you have to gather the right resources to build and run the protection shield. To get the right combinations of resources, you have to get whatever is available on your planet and trade with other planets.

The problem is: Until the black shield reaches our planets, we all don’t know if the shields we build will be strong enough.

**In short**:

The aim of the game is to gather and trade resources to build and run a protection shield which will deflect the impact of Opacus’ black shield and keep the inhabitants of your planet safe.

**Planets, space and what happens there**:

*Your home planet:*

On your home planet you can “dig out” the resources of your planet. Here you will mostly find your main resource, all the other resources can also be found, but are rare. Your home planet is also where you build your protection shields.

*The planets and main resources are:*

Rigidus: Quartz

Belua: Oil

Ardor: Kryptonite

Nisus: Scientists

Oceanus: Hydrogen

Atroxus: Metal

Alcatron: Workers

*How to dig out resources on your home planet:*

The inhabitants of a planet use their bulldozers to dig out recourses. See separate rules.

*Space and how to fly around:*

You can fly around in space with your space shuttle; visit other planets, the Avis or other places.

Each planet has only one space shuttle. You need at least a crew of 3 inhabitants from your planet to be able to operate the space shuttle. The space shuttle crew can only make 5 flights before it needs to rest (on the 5th flight you must return to your home planet and change the crew of the space shuttle).

Each crew on the space shuttle has a flight chart that needs to be filled out before each flight. The Ambassador on each planet (or staff members on other places) shall sign the flight chart before takeoff. The flight chart contains information about where you are flying from and to, plasma status and other information.

NOTE! When flying around in space be careful, there might be some dangers lurking in space and make travelling dangerous and difficult, so maybe everything not always goes as planned (Spacemonster and Space pirate).

*Other places in space:*

*The Avis (the bridge):*

At the Avis you buy the modules need for your shield. There is no limit of how many modules you can buy at once. However you must consider that it takes time to build the modules, so saving your resources and buying last minute won’t work out. Building the modules takes place on your home planet.

*The petrol station at the end of the universe:*

Here the space shuttles can refuel (get plasma), and buy the infinite improbability drive.

The infinite improbability drive costs 3 different resources. The plasma is free as we all want to save our solar syatem.

*The infinite improbability drive:*

By using the infinite improbability drive you will end up in a random place in the solar system or in “The galaxy far far away”. It costs 3 plasma to use the improbability drive.

You can use the infinite improbability drive by rolling 2X6-dieat any station or planet.

|  |  |
| --- | --- |
| **Number on Dice** | **Where to go?** |
| 2 | Nisus |
| 3 | Belua |
| 4 | Rigidus |
| 5 | Ardor |
| 6 | Galaxy far far away |
| 7 | Galaxy far far away |
| 8 | Galaxy far far away |
| 9 | Galaxy far far away |
| 10 | Alcatron |
| 11 | Atroxus |
| 12 | Oceanus |

*The galaxy far, far away:*

Is a secret place in a different galaxy which you can only reach with the infinite improbability drive. Here you can buy special gadgets (cards) which will help you building the shield.

The special gadgets cost either 1 or 2 resources, depending on their effect. The special gadgets are drawn randomly from a pile. There are two differ piles to draw from, depending on their cost.

To get away from the “The galaxy far, far away” you must also use the infinite improbability drive.

**Trading:**

You can trade your resource cards with the inhabitants of any planet, whenever or wherever you meet them. Whenever means WHENEVER!!!

**Building the protection shields on your planet:**

The modules you have bought shall be built on your home planet.

**Space pirate:**

The space pirate can steal plasma. The space pirate plays Rock-paper-scissors-lizard-Spock.

The winner is best out of 3. If you win, you escape and nothing else happens. If the space pirate wins, he steals all the plasma in the space shuttle, and the space shuttle has to go directly to the “*The petrol station at the end of the universe”*

**Ending of the game:**

The game ends at 16.30 (we will tell you when). Are the paper models already attached to the planets at this point??

**GOOD LUCK BUILDING YOUR SHIELDS AND SAVING YOUR PLANET!**