



10'



2



8+

RUSHIP

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n°7

GAME
RULES

PITCH

An alien planet has been discovered. Humanity has received a threatening message ordering the submission of Earth, this last becoming a colony of the alien Empire. Humanity is consumed by fear... Heads of States of all countries have had an urgent meeting. Diplomacy is not a solution. Therefore, this is the first intergalactic war!

GAME OBJECTIVE

Destroy the planet of your adversary (the other player) before he destroys yours.

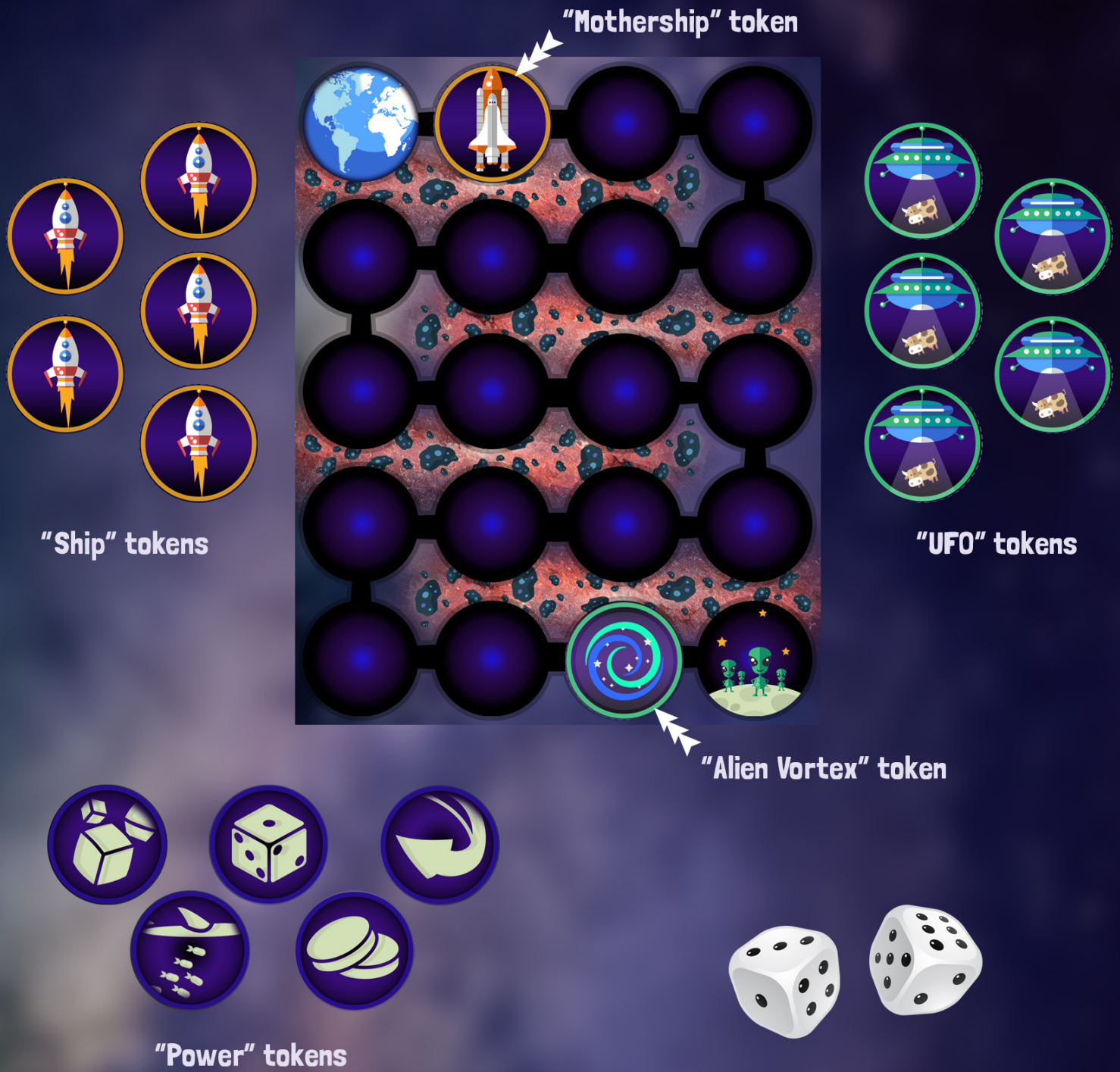
GAME COMPONENTS

- 1 Game Board
- 5 "Ship" tokens and 1 "Mothership" token
- 5 "UFO" tokens and 1 "Alien Vortex" token
- 5 "Power" tokens

You'll need two 6-sided dice to play.

SETUP

Place the Game Board on the center of the table. Each player embodies a faction: Humanity or Alien. Each player places his 5 "Ship"/ "UFO" tokens near the Game Board. The "Mothership" token is placed on the first space next to Earth, and the "Alien Vortex" is placed on the first space next to the Alien planet. Then, each player rolls one die. The player with the highest score plays first.



"Mothership" token

"Ship" tokens

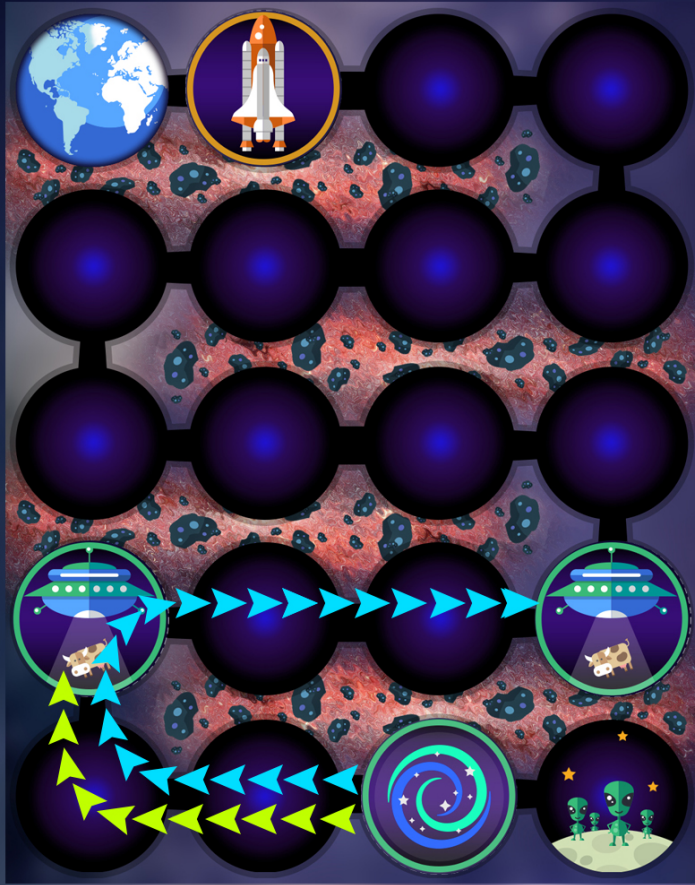
"UFO" tokens

"Alien Vortex" token

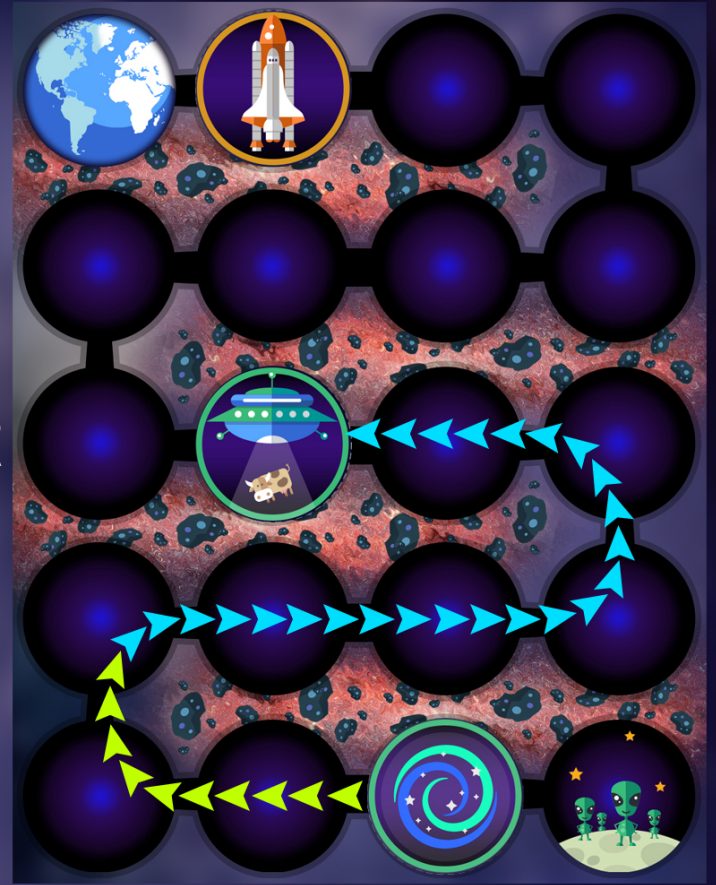
"Power" tokens

HOW TO PLAY

Players perform their turn each in turn. During his turn, a player rolls 2 dice. The player must perform two moves corresponding to the values obtained. He can move one token twice or two tokens once. "Ship" tokens come in play on the space next to the "Mothership" token. "UFO" tokens come in play on the space next to the "Alien Vortex" token. "Ship" and "UFO" tokens can only move toward the enemy planet, they cannot move backward.



OR

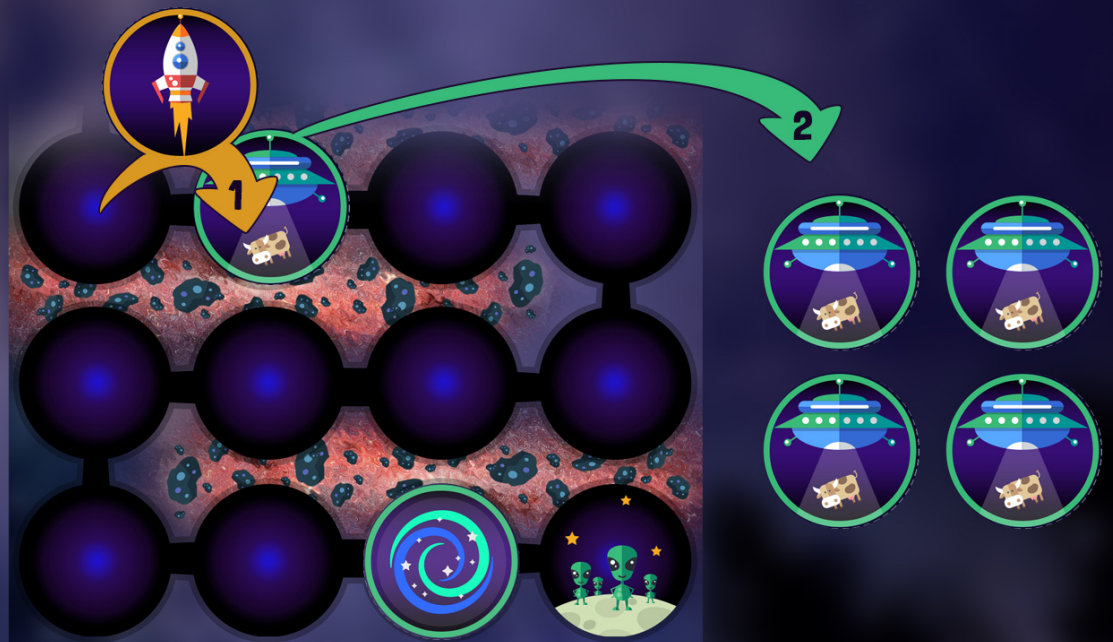


Two move examples with "6" and "3"

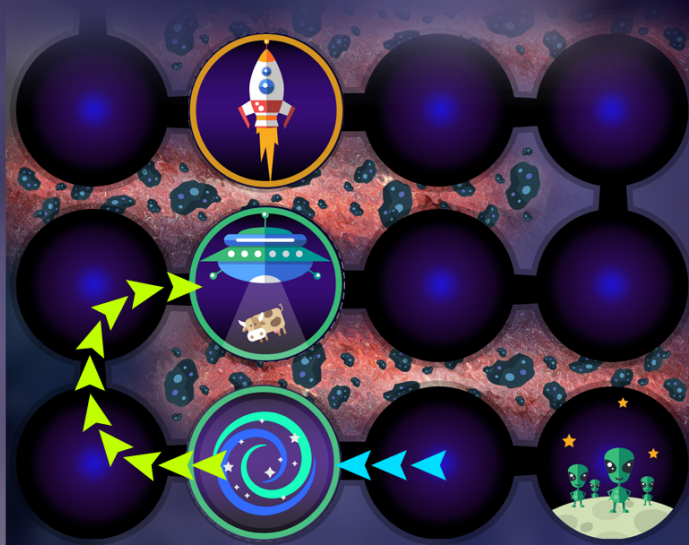


"Ship" and "UFO" tokens can move over tokens (allied or not). Two allied tokens cannot be on the same space. When a token ends its move on a space occupied by an enemy token (1), this last is captured and is returned to the supply of its owner (2).

Example of captured token.



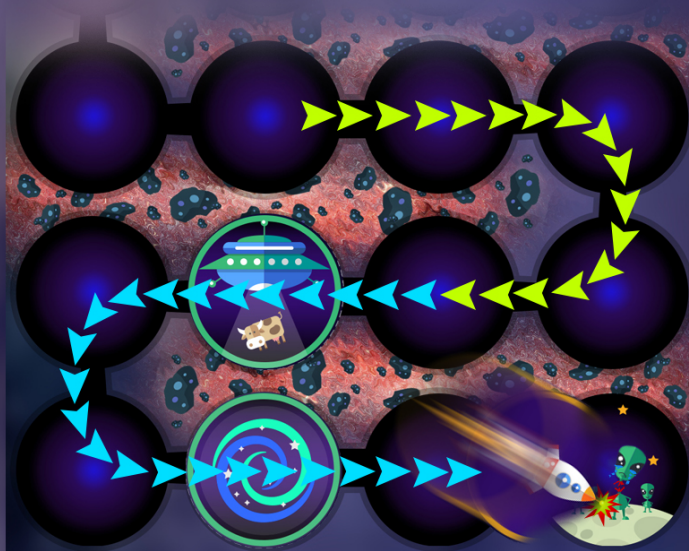
The "mothership" and the "Alien Vortex" cannot be captured, even if tokens can move above them. During his turn, if a player rolls "1", he can choose to move his "Mothership" or "Alien Vortex" 1 space.



Example of "Alien Vortex"'s move.



To attack the enemy planet, one of your tokens must end its move on the planet (or go further). One attacking token is returned to the supply of its owner.



The attacked player must choose one available "Power" token, gaining an advantage until the end of the game.



Each turn, you can reroll one die.



You can add +1 to the result of both dice you rolled.



You can choose to roll only 1 die during your turn.
If so, capture all tokens overflowed by the one you moved.



Your tokens can move back.



One space may contain two of your tokens.
These last cannot be captured.

VICTORY CONDITIONS & END OF PLAY

The game ends as soon as a planet has been attacked three times, i.e. when a player gets a third "Power" token. This last is defeated and the other player wins the game.