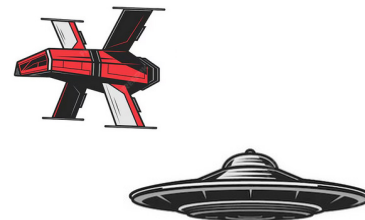
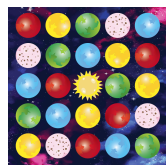


Doctor Grafix Games presents The POPULAR NEW STRATEGY GAME WARPDRIIVE



The game includes:



One board with twenty four planets and one sun.



Four wormhole cards, in four different colours



Twenty four warp detectors four different colours



Multiple starships in four different colours

Setting Up the Game

The game is played with four players clockwise, and the players decide who will play first. Each player selects which colour they will play with and takes the starships that match the colour they have chosen. They also take a wormhole card that matches their colour and places it in front of them. Each player will take three sets of identical 'warp detector coins' matching their colour. Each player then places 5 starships on each planet on the board that matches their colour. The pink planets are uninhabited to begin. The game is now ready to start.

The Goal of the Game

The goal of the game is to control five planets in a row by occupying them with your starship(s). A player occupying 5 planets in a row immediately wins the game. The strategy is to take control of a row of five planets while ensuring that others do not. The sun cannot be controlled.

The Logic

- The planets are all exactly one light year apart.
- Player's starships travel from planet to planet at warp speed in a wormhole and therefore are unseen by the other players.
- Each player has a wormhole card that is used to represent the number of light years travelled by their starship fleet. Each space on the wormhole card represents one light year of travel.
- Each wormhole card has a stargate on one end, and a black hole 9 light years away at the other end.
- Players enter the wormhole through the stargate and move one light year through the wormhole at the end of each turn.
- If a player reaches the black hole at the end of the wormhole, their starships disintegrate and are taken out of play.
- The 'warp detector coins' are used in order to mark which planet each starship fleet originated.



The Stargate entrance to the wormhole.

Each square in the wormhole represents one light year of travel. (Planets are all one light year apart)

The Black Hole at the end of the wormhole

The Play

- At the start of each of their turns, a player places one starship on each planet that they control.
- To fly their starships from one planet to another planet the player must enter the wormhole through the stargate. To do this, the player takes as many starships as they wish from any one planet they occupy and places them into the stargate on the wormhole card in front of them. This group of starships will be referred to as a fleet and only one fleet can occupy the stargate at a time.
- The player then takes two identical warp detector coins and places one on the fleet that is in the stargate and places the other on the planet that the fleet came from. The matching warp detector symbols allows all players to see which planet the fleet originated and thus be able to try to calculate which planet(s) the fleet may be attacking.
- At the end of their turn players **must** move each fleet that is anywhere on the wormhole card one light year along the wormhole card, including a fleet in the stargate.

Conquest

- At any time during their turn, a player's fleet in the wormhole may drop out of warp and land on a planet. The planet must be the same number of light years traveled through the wormhole as the number of light years needed to travel from the planet of origin on the board.
- If the planet is unoccupied, the player landing there with the fleet assumes control of the planet.
- If the planet is occupied, the attacking player **must** have more starships in their fleet than are residing on the planet they wish to attack. *If they don't, then they cannot attack.*
- During the battle, both players lose the same number of starships that were on the planet being attacked and what remains of the attacking fleet occupies the planet.
- A player may have up to three fleets in the wormhole at any one time and during the player's turn, multiple fleets in the wormhole could drop out of warp and land on different planets. Or land on the same planet in order to create a larger defensive force or even to overpower an opponent's occupying force.

The Rules that Matter

- Players can only move their starship fleets along the wormhole at the **end of their turn**.
- When dropping out of warp, the entire starship fleet must land on the same planet.
- Starship fleets may only change direction once during their travel through the galaxy. (one right angle turn on the game board) The fleet may not travel diagonally and the fleet may not reverse direction.
- Landing on the sun is prohibited for obvious reasons. The sun counts as one light year when travelling past it.