

A cosmic event known as Galaxy Grid has taken over the attention of all in the universe. Unbelievably a grid playing field made of Magnalite Ultra appears to be effortlessly hanging in space. Four remote controlled gS3 Tanks maneuver the grid attempting to disable and destroy opponent tanks. All tank commanders plot their course and shot range before each round commences. As the Movement Round continues, tanks are disabled

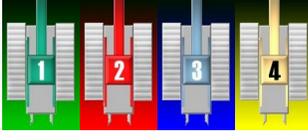
one by one, but no one player dodges damage until the Shot Round has completed. The end of each round sees damaged tanks removed from play waiting to return, while others are possibly set up for eminent destruction the following round. The tactical choices are endless. Where are the other tanks going to move? What is the shot strength? These are questions to be pondered before entering movement and shot commands into the tank console. Command your tank to victory!



Objective

Move your tank around the grid shooting and damaging other tanks - attempting to disable one to zero Shield Strength. The player with the highest shield strength after a tank has been damaged to zero shield strength wins.

Game Equipment

1 Leader Token	4 Shield Strength Markers	4 Tanks	15 VMine Markers	30 Tokens	10 Blast Hole Markers
					

Game Setup

Place the Token and VMine markers onto the designated areas of the main playing board. Each player chooses a tank and places it onto the color and number corner intersection space of the board, also known as the Entrance Portal. Each player's damaged tank returns to the game from this corner space at the start of the next round. It is advisable to sit near the tank's Entrance Portal, as it gives the proper perspective when playing the game. Each player should also take three dice and a console board of his tank's color, placing one Shield Strength marker on the right-most green box in the Shield Strength section of the console board. The owner of Tank One (1) is given the Leader Token, which will be moved from player to player during each round of the game.

Turn Progression

1. All players Roll Dice
2. All players Place Dice
3. Movement Phase progresses one player at a time starting with the Leader player
4. Shot Phase progresses one player at a time starting with the Leader player
5. Pass the Leader Token

1. Roll Dice

All players roll all three dice at the same time. Be absolutely certain not to tip the dice after they have been rolled. Any player caught cheating automatically loses 5 Shield Strength.

2. Place Dice On Console Areas

Each die is placed face up as rolled onto the Move, Fire, and Direction areas of the console to determine the actions to be performed. One die may be placed in each of the three areas or two die may be placed in the Movement or Fire area, which will in effect strengthen the shot fired or allow a further distance to be traveled. The third die must always be placed on the Direction cube. If no die is in the Movement cube of the console, the move phase is forfeited. The following sections outline how each die in the console areas are used.

3. Take Movement Phase

When all dice have been placed, the player with the Leader token moves his tank according to the movement and direction rules. **One player at a time completes his movement turn starting with the Leader continuing counter clockwise.*

Movement

The die/dice placed in the Movement area of the console dictates the number of spaces the tank must move along the main beams of the grid. Tanks are not allowed onto the fine lines of the grid, as they are virtual and not physical. Direction of movement may not change until the tank crosses an intersection on the board. When beginning each movement turn the tank must continue in the direction it is facing. If a die was not placed in the Movement area, no tank movement is allowed. If two die were placed in the Movement area, add the two values together to determine the number of spaces the tank must move.

Token Awards



One token is awarded when moving over or ending the turn on an intersection with this graphic. Place one token from the playing board onto the Tokens section of the console. No token is awarded if starting the movement turn from an intersection since it should have been received the prior turn. After a number of tokens have been collected, they may be redeemed for increased Shield Strength and VMines.

- **Token Redemption:** *Tokens may only be redeemed for Shield Strength or VMines before the movement turn when a player is in possession of the Leader token.* Place the tokens in the Tokens area of the playing board before adding Shield Strength or retrieving a VMine.

1 Shield Strength = 7 tokens

1 VMine = 2 tokens

Direction

Upon crossing an intersection, a tank must turn in the direction of the board as shown on the Direction die unless a 5 or 6 was placed which allows the tank to move in any direction. For example, if a tank is moving towards Entrance Portal 3 and a 4 is shown on the Direction die, the tank must turn to face toward Entrance Portal 4 before proceeding with the remaining movement. The tank will follow the grid line in the direction of Entrance Portal 4.

When ending the turn on an intersection, the tank must be rotated to face the Entrance Portal shown on the Direction die. The subsequent turn must begin movement in the direction the tank is facing and upon reaching the next intersection the above rules apply.

If moving towards a corner and more spaces are shown for movement than are available, the remainder may be taken in any direction as if a 5 or 6 were rolled when reaching the corner intersection. If returning to the game via an Entrance Portal and the same number is rolled as the Portal, any direction may be chosen.

**All movement spaces must be taken unless blocked by a Blast Hole marker (see VMine Damage).*

Optional VMine Placement:

VMines are a type of explosive device that explodes when movement brings a tank over the space the mine is occupying. VMines that have been purchased with tokens may be placed at any point along the movement path during the Movement turn, including the start or ending location of a tank. Section 3 of the following rules outlines the VMine damage.

Tank Damage During Movement:

As players move, it is possible that damage will be inflicted on opponent's tanks as well as the current player's tank. Only tanks on the grid may receive or give damage.

1. **Smash:** If a player ends his movement turn directly on an opponent's tank, the opponent tank is moved off of the board and a Shield Strength point is lost from his console board. Move the Shield Strength marker one space to the left to signify this loss. The tank may return to the game the next round during the movement turn starting at the tank's Entrance Portal space on the corner of the playing board.

2. **Smash and Run:** If a tank moves over another tank, but does not end the turn on the same space, complete the move then roll the Movement die. Add the number of spaces away, including the space the moving tank is on, from the defending tank to the value of the roll (offensive bonus). The defender then rolls the same die. The player with the lower roll is defeated and is moved off of the board, losing a Shield Strength point.

- If the tank crosses the path of multiple tanks the rules apply as above beginning with the first tank encountered. (Situation 2)
- After successfully defeating an opponent and the tank is on the same space as another tank, that tank is defeated and moved off the board per the rules above (Situation 1). If the encounter resulted in an offensive defeat, the opponent's tank (defender) remains in play, as the offensive tank was not able to complete his move to the second tank.

3. **VMine Damage:** If a tank moves on or over a mine, the tank is moved off of the board and a Shield Strength point is lost. Place the mine back into the VMine Surplus area of the board. A Blast Hole marker is placed where the mine exploded. The Blast Hole marker remains on the board and blocks any tank from passing over that space until the hole has been repaired. To repair the grid, a tank must stop one space before the marker and remain there for the duration of the round. It cannot move any further (even if additional movement is available), nor can a tank change directions if not on an intersection space. During the Pass The Leader Token phase of the next round the marker in front of the tank is removed and the tank may continue through in the movement turn. If the tank attempting the repair was damaged in any way, the Blast Hole marker remains on the board.

An offensive tank may directly land on a stopped tank due to the Blast Hole rule causing damage to the repairing tank and moving the tank off of the board, losing one Shield Strength. The offensive tank now becomes a repairing tank susceptible to equal unjust treatment by another player.

After the current player has completed all movement, play then continues counter clockwise until the Movement turn returns to the Leader player.

4. Shot Phase

Next is the Shot Phase in which a shot is fired if an opponent tank is within the range of the Shot die value. The Leader again completes this turn and play progresses clockwise until the turn returns to him. If a player is damaged before his Shot turn, the turn is forfeited. Firing a shot is optional and may be passed for any reason.

Fire

The value shown on the Fire die is the strength of the shot blast straight in front of the tank. The higher the number, the further the shot goes. If a tank is in the range of the shot (less than or equal to the number of spaces shown), a Shield Strength point is lost and the tank is moved off of the board. Multiple tanks can be damaged per shot if the strength is great enough. If two die were placed on the Fire cube of the console, the Direction die may be used to direct the shot around a corner using the same rules as used during movement. Shots may not be directed behind the tank or around corners/intersections (except when using two Fire die). If a shot is made into a corner, it is "bounced" straight back and may cause damage to the shooting tank unless the two Fire die method was used for this round. Placing a Movement die disallows the use of the Direction die for directing shots.

5. Pass The Leader Token

After all turns have been completed for the round, the Leader token moves to the player sitting to the left of the current Leader. The game continues in the turn progression as implemented above starting with the new Leader.

End Of Game

The game ends immediately when a tank is damaged to zero Shield Strength (no available shields are left on the display). The player with the highest remaining Shield Strength wins. In the event of a tie, the two players continue play until one of the tanks is damaged. The Leader token goes to the player to the left of the previous player in possession of it before beginning the tiebreak round.

