

ASTROAPEES

BACKGROUND

IN INTERPLANETARY SPORTS 7.4 BILLION YEARS AFTER THE COLLAPSE OF HUMANITY, THE GLADUS, A SOPHISTICATED AND WELL ADVANCED APE SPECIES, IS FORCED TO PARTICIPATE IN THE GLADUS WARS. THE OPPRESSIVE SPECTORS DIVIDE WHETHER GLADUS' SHOULD BE SPARED OR NOT. HOWEVER, THE GLADUS ARE PLOTTING TO CRIPPLE THE SPECTOR REIGN AND ORDER REBELLION.

GOAL

TO BE THE LAST PLAYER(S) STANDING ON THE BOARD ONCE THE TIME RUNS OUT (10 MINUTES).

CHARACTER TYPES

SPECTOR

POSSESSES A LIST OF ATTRIBUTES THAT DESCRIBE THEIR FAVORITE GLADUS TYPE. THIS CHARACTER HAS THE ABILITY TO KILL GLADUS' OR SPECTORS TO ENSURE THAT THEIR GLADUS IS ONE OF THE LAST FEW STANDING

GLADUS

THIS CHARACTER HAS THE CHOICE TO KILL THE THE OTHER GLADUS OR SPECTORS, OR GIVE GIFTS TO SPECTORS. ULTIMATELY, GLADUS' GOAL IS TO HAVE UNANIMOUS VOTES FROM SPECTORS, EVEN IF IT MEANS JUST ONE OF THEM.

NUMBER OF PLAYERS

FOUR PLAYERS (4)

CONTENTS

2 DICE	21 ITEM CARDS	-BELT (4)	20 ABILITY CARDS	-STRENGTH (5)
2 SPECTOR PIECES		-HELMET (4)		-DEXTERITY (5)
2 GLAUDS PIECES		-SABER (4)		-WISDOM (5)
4 CHARACTER CARDS		-SHIELD (4)		-CHARISMA (5)
1 STOP WATCH (NOT INCLUDED)		-BANANA (5)		

SETUP

- (1) EACH CHARACTER PIECE STARTS AT THE CORNER SPACES OF THE BOARD
- (2) SHUFFLE AND PLACE THE DECK OF CHARACTER CARDS (4) IN ITS OWN SEPARATE PILE FACED DOWN TO THE SIDE OF THE BOARD. DO THE SAME FOR THE ITEM CARDS (20), AND ABILITY CARDS (20)
- (3) EACH PLAYER ARBITRARILY PICKS A CHARACTER CARD AND DOES NOT SHOW IT TO THEIR PEERS
- (4) EACH PLAYER ROLLS THE DICE TO SEE WHO GETS THE HIGHEST NUMBER. THE PERSON WHO GETS THE HIGHEST NUMBER GETS TO MOVE THEIR PIECE FIRST
- (5) THE PLAYERS' TURNS ARE DICTATED BY GOING CLOCKWISE

GUIDELINES

- (1) DURING A TURN, A PLAYER CAN DO ONE OF THE FOLLOWING: (1) MOVE ONE SPACE, OR (2) PLAY AN ABILITY CARD (BELT, HELMET, SABER, SHIELD, BANANA)
- (2) TO FINISH THE TURN, THE PLAYER MUST ROLL THE DICE. AN ODD NUMBER DIE COUPLED WITH AN EVEN NUMBER DIE DICTATES THEIR ABILITY TO PICK UP A SINGLE ITEM CARD. TWO ODD NUMBER DICE OR TWO EVEN NUMBER DIE DICTATE THE PLAYER'S ABILITY TO PICK UP A SINGLE ABILITY CARD
- (3) IF DOUBLES ARE ROLLED, THEN THE PLAYER HAS THE ABILITY TO "PASS" OR GIVE A GIFT TO A GLADUS
- (4) A PLAYER WHO USES THE SABER ITEM CARD HAS TO PHYSICALLY SLIDE THEIR PIECE ACROSS THE BOARD FROM THE SPACE THAT THEY ARE CURRENTLY ON, TO PUSH THE TARGETED OPPONENT OFF THE BOARD. NOTE: A PLAYER IS DISQUALIFIED IF AND ONLY IF THE INITIATOR'S PIECE IS STILL ON THE BOARD AND THE TARGET PIECE IS OFF THE BOARD.
- (5) ONCE AN ABILITY CARD IS USED ONCE, IT MUST RETURN TO THE ABILITY CARD PILE
- (6) IF YOU LAND ON THE STAR IN THE MIDDLE OF THE GAMEBOARD, YOU MAY POSITION YOUR CHARACTER PIECE ON ANY SPACE ON THE BOARD.