

# RULES

## Getting started

Each player starts with:

- 200 asteroid
- 200 stardust
- 100 meat
- 20 Drones
- 10 Laser snipers
- 1 Plasma cannon

## Game play

Aim: To control all bases on the map

Moving

- You can move your units once per turn (except for laser tanks and U.F.O who can move twice per turn)
- You can only move your units into adjacent spots (only Hover craft and U.F.O can move on slime)
- You can load your units into a hover craft to transport them

## Attack

All battles are based on how much your units are worth example

- Drones =1
- Laser snipers =1
- Laser tanks =2
- Hover craft =0
- Plasma cannon =6
- U.F.O =8
- Drones and laser tanks must move into the space were the enemy is to attack
- Laser snipers plasma cannon and U.F.O can attack from a space next to the one an enemy is in
- Battles are won by the person with the highest total points

# Resources

The 3 resources are asteroid, stardust and meat

- You can gain resources by capturing bases( See capturing bases)
- Resource can be used to buy more units witch will appear at one of your bases
- Drones =!00 meat
- Laser sniper =100 meat 50 asteroid
- Laser tank =100 meat 50 asteroid
- Plasma cannon =200 meat 100 asteroid 50 stardust
- Hover craft =200 meat
- U.F.O = 1000 meat 500 stardust 500 asteroid

## Capturing bases

To capture a base you must have at least 10 units worth on the section were the base is. If an enemy owns or has units you must kill all their units before you take over the base.

When you capture a base you get 100 meat 100 stardust and 100 asteroid.