

Star Sailor!

The purpose of the game is to gather materials to keep exploring space. But will you destroy these newfound planets to keep exploring? Or will you fall into the void of space to keep the planets you stumble upon safe?

The goal of the game is to explore planets to gather resources to make it to the end.

Basic Mechanics:

- It costs resources to fly; either you can claim resources that are left on the planet, leave the planet alone, or destroy the planet for extra resources.
- Players will have a mat in front of them that has resource sliders, a character icon/token, and spots to put planets they destroyed (so they can't be visited again)

All players will have a placecard in front of them, set your resource bars to max, and get ready to play!

- Players will choose one of the player cards, as this is who they play as for the rest of the game (see character benefits/ stats below)
 - M0bi! Consumes:
 - 3 Energy per turn
 - 2 Food per turn
 - 1 Fuel per turn
 - Amebia Consumes:
 - 1 Energy per turn
 - 3 Food per turn
 - 2 Fuel per turn
 - Xolichi Consumes:
 - 2 Energy per turn
 - 1 Food per turn
 - 3 Fuel per turn

- After the players pick their cards, they will roll the dice to see who goes 1st (the highest number goes 1st), and then the game will progress as follows.

Game progression:

- Players will either travel to a planet or stay where they are on their turn
 - Travelling to a planet:
 - Lose the amount of resources it takes to travel (if it says 5 food, 3 energy, etc., then move your sliders to reflect that)
 - Move to whatever spot lands on a dice roll (move 6 spaces)
 - Follow the planet guide in the top corner to claim resources
 - The turn is over
 - Stay in Place:
 - If a player wants to stay in place, then they will stay in the same spot till their next turn
 - (Please note, staying dormant on a planet will consume resources after 3 rounds)
- Trading?
 - Players can trade resources as wanted on their turn, and they will change their sliders to match
- What if I want to destroy a planet?
 - Players can choose to destroy the planet they are currently on, claim all resources on the planet, and place a “black hole” icon over the planet, then move forward one planet
 - If a player lands on a black hole, they immediately lose half of their resources and move back to the next closest planet.
- Ending
 - The game ends when either player makes it to the end, or all players are stuck without resources

Keep track of how many planets were destroyed. If all 16 are used, there are no winners! Maybe you should not destroy planets and those who live on them, just to get to your goal