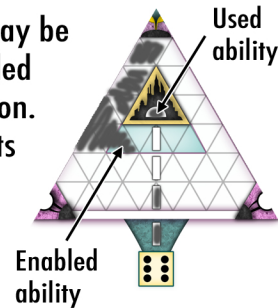


RAISE THE SHIELDS!

CITY BONUS ABILITIES:

Each city has one specific bonus ability that may be used once during a game. This ability is enabled when filling a triangle in the city's bonus region. When you choose to use this ability, indicate its use by filling the semi-circle in the associated city. You may use one, and only one, action on any turn after it is enabled.



City Abilities:

- 1: Ignore one attack. Do not fill in an attack rectangle.
- 2: Add or subtract one from any die. You may wrap. (6 may become 1, and 1 may become 6.) This only applies to you.
- 3: Fill two triangles in one sector of your choice.
- 4: Reset one city ability. Erase the city's semi-circle.
- 5: Flip a shared die to its opposite side. This affects all players.
- 6: Erase one attack rectangle. It is too late if a city is destroyed.

MODIFICATIONS FOR SOLO PLAY:

Your double-agents tell you where and when your enemies will attack, but will that be enough for you to save your realm?

- **SETUP:** Roll three dice before the game starts. Fill one attack rectangle for each die.
- **ASSIGN THE DICE:** Assign dice to WORK SECTOR and SHAPE as normal. The die assigned to ATTACK will attack *your* realm in that sector.
- **IMPLEMENT YOUR CHOICES:** If an attack would be blocked by one of your shields, roll the attack die once more. Fill in one attack rectangle if this second attack is not blocked.
- **WIN CONDITIONS:** You win if you are able to raise all of the shields before any of your cities are destroyed.
- **INCREASING DIFFICULTY:** If you have mastered standard solo play, increase the difficulty level by filling one attack rectangle in each sector before the game begins.

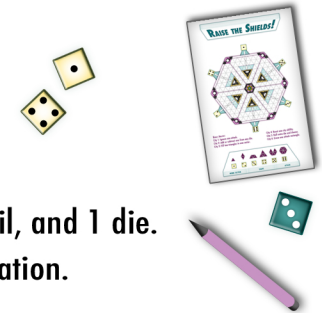
The alarms blare as the realm's sensors detect an enemy attack. Since you are attacking the neighboring realm, this attack was expected. Still, it is fortunate the government has installed an advanced-warning system, allowing you to raise the shields in times of emergency. You just need to connect the power plant to the shield emitters for the sector under attack.

Wait ... that can't be right. Oh, no. All six sectors are under attack! Quick! Get those shields up now!



MATERIALS:

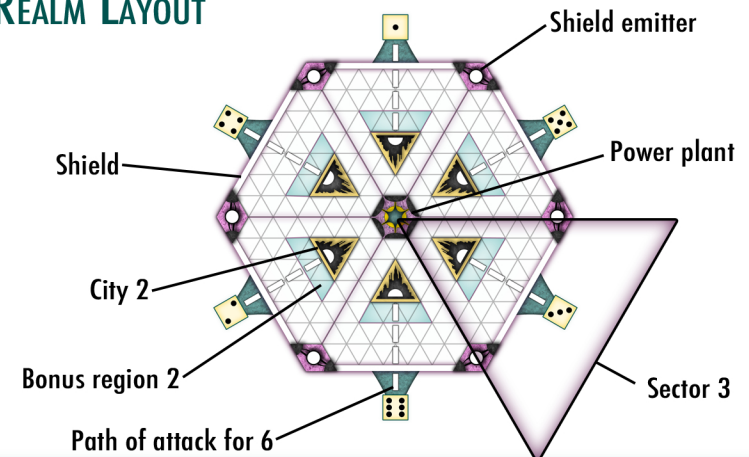
- 1 game sheet for each player
- 1 pencil and eraser per player
- 2 six-sided dice +1 for each player



SETUP:

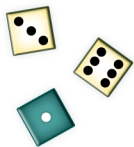
- Give each player a game sheet, a pencil, and 1 die.
- Place the 2 shared dice in a central location.
- Choose one player to be first.

REALM LAYOUT



HOW TO PLAY:

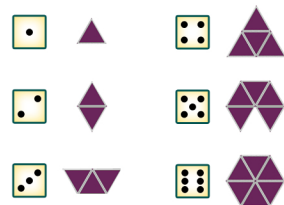
- **ROLL THE DICE:** The first player rolls two shared dice and places them for all to see. Players also roll their individual dice. All players will simultaneously use the result of the shared roll and their own personal roll.



- **ASSIGN THE DICE:** After every roll, each player individually chooses where to assign the three dice, keeping this information secret from other players. One die must be assigned to each of the following locations: **WORK SECTOR**, **SHAPE**, and **ATTACK**.

> **WORK SECTOR:** This die indicates where you will be working on connecting the power plant to a shield emitter. The connection is made by filling in triangles between these two locations.

> **SHAPE:** This die indicates the shape you will draw in your chosen work sector. The correlating shapes can be found at the bottom of your game sheet.



> **ATTACK:** This die indicates what sector you will attack in a neighboring realm. You will attack the player to your left.

If I assign to **WORK SECTOR**, I will be filling in triangles in sector 1.

If I assign to **SHAPE**, I will be drawing shape 3 so that it touches the power plant.

If I assign to **ATTACK**, I will be attacking my neighbor in sector 6 by filling in a rectangle.

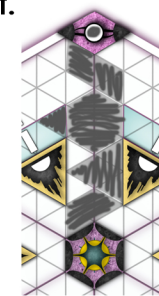
IMPLEMENT YOUR CHOICES.

- > **DRAW CONNECTIONS:** Draw your shape in your chosen sector. Keep this information private until everyone has drawn connections. Use the following guidelines when drawing shapes:
 - Connections start at power plants and end at shield emitters.

- One side of your shape must border the flat side of a previously filled triangle or of the power plant.
- Filled shapes may extend into adjacent work sectors.
- Your drawn shape may not overlap filled spaces or spaces that contain a city, shield emitter, or power plant.
- Draw around attack rectangles. Do not fill them.

When you fill a shaded triangle that is adjacent to a city, you enable that city's unique single-use ability. See page 4 for details.

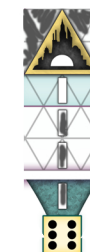
When your shapes connect a side of the power plant to a shield emitter, the emitter is powered. Fill the emitter's circle to show this.



When two adjacent shield emitters are powered, the shield between those two emitters is fully activated. Indicate this by filling in the white line attaching the two shield emitters.



- > **DRAW ATTACK:** After all players have drawn their connections, reveal your game sheet. Then, tell your neighbor which sector you are attacking. You are attacking the neighbor to your left. They should fill in an attack rectangle in that sector. The first rectangle to be filled is the one that is closest to the matching die. Progress towards the target city with each additional attack on this sector. If your neighbor has raised a shield in this sector, your attack has no effect. No rectangles are filled. If all four rectangles in that sector are already filled, you destroy the city when you successfully attack it a fifth time.



- **START THE NEXT ROUND:** The first player passes the dice to the left. That player becomes the new start player. Begin the next round.

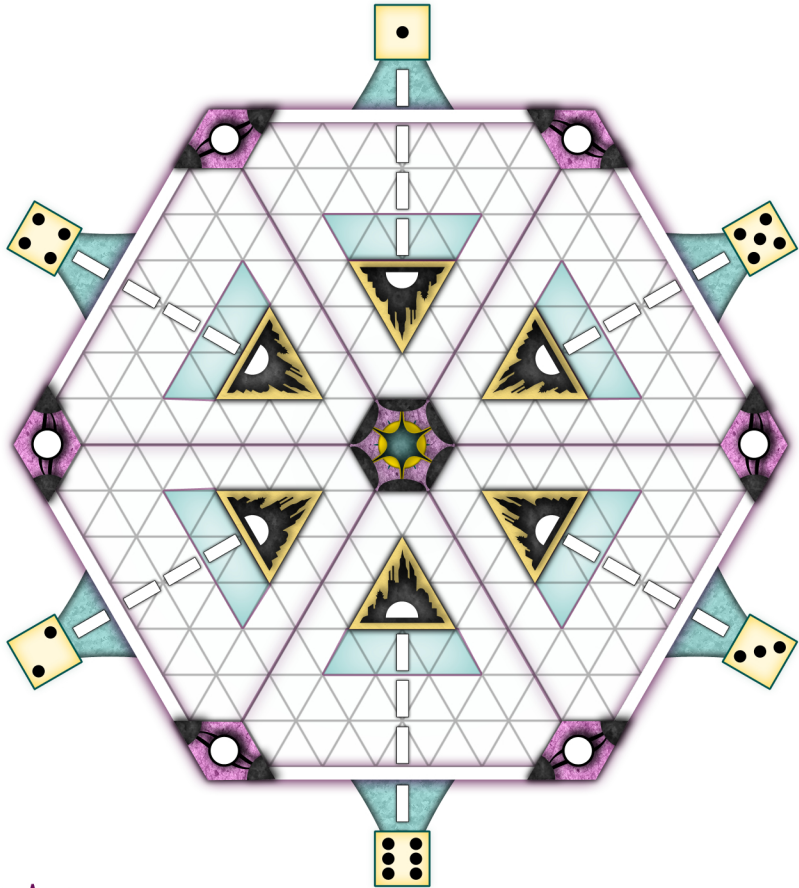
GAME END:

The game ends when one player either raises all of their shields or when one player destroys one city belonging to a rival. The player who first does one of these things wins! Players may tie.



RAISE THE SHIELDS!

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BONUS ABILITIES

City 1: Ignore one attack.

City 2: Add or subtract one from any die.

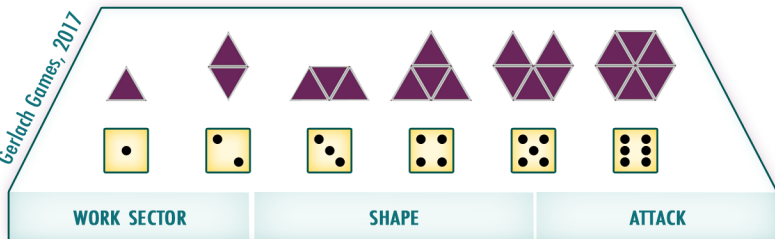
City 3: Fill two triangles in one sector.

City 4: Reset one city ability.

City 5: Flip a shared die.

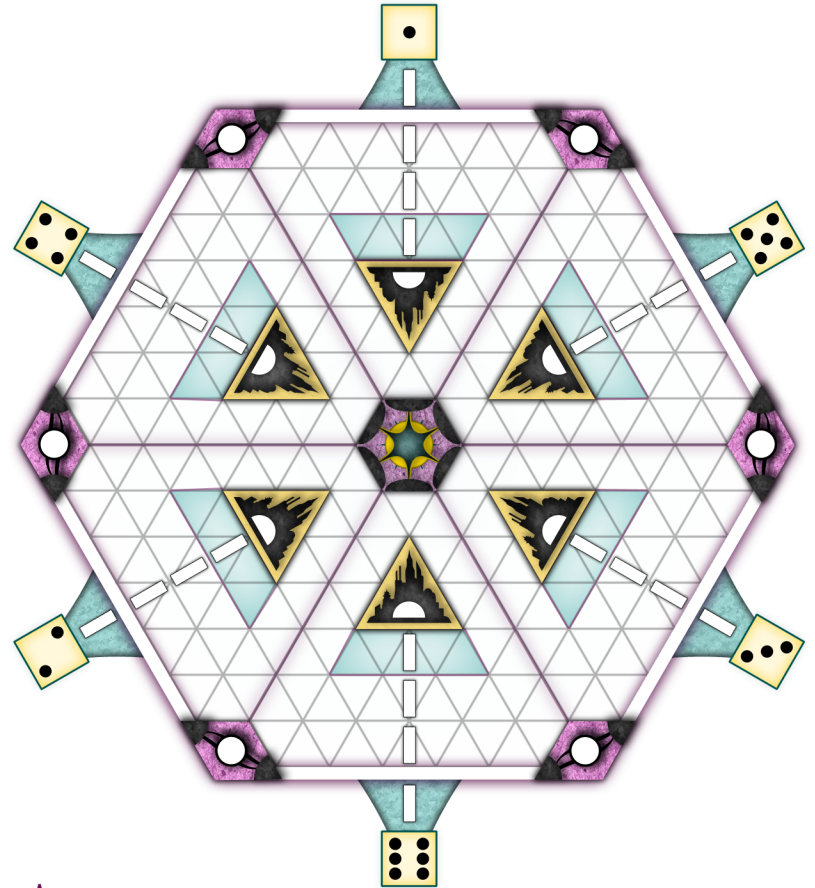
City 6: Erase one attack rectangle.

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BONUS ABILITIES

City 1: Ignore one attack.

City 2: Add or subtract one from any die.

City 3: Fill two triangles in one sector.

City 4: Reset one city ability.

City 5: Flip a shared die.

City 6: Erase one attack rectangle.

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