Shade Squares

Cin and Tip keep track of their movement by leaving oil spills on the floor. After every move they make, shade in the square that these pieces are on (including their starting square).

How To Win

SpaceFight!

In space, no one can hear you say "Arggggh!"

Background

Dan "Sparky" Vagaro is a former federation soldier whose wants to exact revenge on his former captain, Han "Chibby" Forbes. Vagaro and his merry band of pirates have invaded the USS Pentadoch. Forbes and his soldiers must defend against the invasion. Somehow, both sides think that writing letters on the floor will help.

The Pirates

There are 6 members of the pirate crew:
1) Tom: A graverobber who's always making cryptic comments
2) Neo: He's a real gas, and knows sign language
3) Dan: The former federation soldier with a dark secret
4) Hel: Despite the demonic name, Hel is always providing assistance
5) Cin: Dan's French second in command; he's the youngest of quintuplets
6) Aja: A former doorwoman for the Hilton, she's the least open

The Federation Soldiers

There are 6 members of the federation:
1) Han: The federation captain who's full of wrath
2) Tip: Despite his high rank, he still cottons to the idea of swabbing the deck
3) Abe: The youngest soldier of the group
4) Ada: Han's Spanish lieutenant…nothing gets her down
5) Yan: A hopeful, striking figure, he likes to call himself "Astroboy"
6) Lea: A plucky navigator who enter into everything as if it were a trial

Equipment

1) 6 pirates (black pieces numbered 1 through 6)
2) 6 soldiers (white pieces numbered 1 through 6)

3) 9 5x5 sections lettered A through I, representing the USS
   Pentadoch.
4) 6 puzzles
5) 3 six-sided dice
6) 1 pencil

Setting Up

Place the sections in a 3x3 grid, with ABC in the North row, DEF in
the middle, and GHI in the South row. Place the tokens in the spots
shown below. (Pirates are black circles 1-6; soldiers white circles.)

A														
			①								⑥			
						B						C		
			②					⑤						
			③	E		④								
										F				
		D	❷						❺					
G														
								H					I	
❶				❸			❹						❻	

Deal 5 cards to each player, then place the rest of the deck in a
stack near the board.

Select 6 puzzles to use with the game. Each puzzle should have a
15x15 grid associated with it. Six sample puzzles have been
included with the game:
1) Background Check
2) Drawn Out
3) Flying Kings
4) Game Chest
5) Mystery Date
6) Not Just Black and White

How To Play

Players alternate turns. On each turn, each player:
1) Draw a card.
2) Roll the dice and move pieces.
3) Play a card.
4) Shade squares.

Draw A Card
Draw a card from the stack near the board (except on the first turn),
so that you have 5 cards in your hand.

Roll The Dice And Move Pieces
Roll all three dice. For each die rolled, move the piece with the same
number. You may move that piece up to 8 squares, not necessarily
in a straight line.

Example: Kelvin, playing Pirates, rolls 1, 3 and 5. She moves Tom 2
places northwest, Dan 1 place south, and Cin 6 places east.

Play A Card
Follow the instructions on the card. The instructions fall into these
categories:
A) Rearrange the board. The card will show the new 3x3
   configuration. Tokens always move with the section (so a token
   on section A would remain on section A).
B) Copy answers from a puzzle. Answers go in the same exact place
   on the board as they appear in the puzzle. For example, if a
   crossword had EXAMPLE starting the upper left square and
   going across, you would right EXAMP in the top five squares of
   the upper left section, and LE in the upper middle section.
C) Other instructions. Most should be self-explanatory.

> *Kelvin draws a card that's the average of all of the cards she has played so far.*
>
> *Anagram draws a card. If all bigrams of all of the cards he has played are combined, the new card's bigram are the two letters that appear only once.*

K: I roll 3, 4, and 5. I move Dan 1 space southeast, Hel 1 space south, and Cin 3 spaces southeast. I play the card I just drew.

A: I roll 2, 2, and 5. I move Tip 7 spaces southwest, Yan 2 spaces west, and Tip 2 spaces north. I also play the card I just drew.

> *At this point, Kelvin notices something in one of the puzzles and mentions it to Anagram. Anagram checks it out, and frowns.*

K: Hey, what do you know?! I just need to make this move right here, and I win this game of Steve Hawk's SpaceFight!

A: Geesh, stop acting like you just stopped World War III. But I'm sure no one else could ever figure out the move you just made to win.

Sample Game

Kelvin: Hey Anagram, let's play Steve Hawk's new game, SpaceFight!

A: Yeah, I suppose Kelvin. Someone stole our copy of VisualEyes.

> *Kelvin and Anagram set up the game. Kelvin plays Pirates. The numbers of her five cards consists of all 10 digits (with no leading zeroes). Three cards are evenly divisible by 7, three evenly divisible by 8.*
>
> *Anagram plays Soldiers. The bigrams on his five cards, when arranged from lowest to highest, spells out an answer to an across clue for Puzzle#5.*

K: I roll 1, 2, and 5. I move Tom 3 northeast, Cin 1 southwest, and Neo 1 space east, 2 spaces south. I play the card whose number is one less than the total number of games found in Puzzle#4.

A: I roll 2, 3 and 5. I move Tip 5 west, Yan 7 east, and Abe 3 southeast. Numbers are for geeks. I play a card whose bigram is a moon of Jupiter.

> *Kelvin draws a card. Its number is a factor (other than 1) of the sum of the four cards already in her hand.*
>
> *Anagram draws a card. Its bigram, when combined with bigrams of two of the cards in his hand, form the singular of a quasi-synonym for the word formed by the other two bigrams.*

K: Say, that new beard makes you look like a bona fide Fidel Castro. I roll 2, 4, and 6. I move Neo 1 space east, 2 spaces south; I move Hel 1 space south, and Aja 6 spaces east. I play the card whose number is the sum of the clue numbers associated with the second and third Action drawings in Puzzle#2.

A: (Sneers) I roll 1, 1, and 2. I move Han 1 space southeast, I move Tip 4 west, and Han 1 southeast. I play the card whose bigram is the last two letters of an answer to an across clue in Puzzle#3.

K: I roll 1, 3, and 6. I move Tom 3 southeast, Dan 1 west, and Aja 1 north. I play the card whose number in Puzzle#1 has "I" in it for the solution.

A: Nice musical selection by the way. What on earth does "get Tide" mean? I roll 1, 2, and 4. I move Han 1 space southeast, Tip 8 north, and Ada 1 space west, 2 spaces south. I play the card not used to form the two-word expression refered to above.

K: Better than having a Martin Lawrence movie in the background. Is it time travel or a dream? I roll 1, 2, and 6. I move Tom 4 spaces southwest, Neo 2 spaces south and 1 space east, and Aja 8 spaces west. I play the higher of the two remaining cards I started with.

A: I roll 2, 3, and 5. I move Tip 2 spaces south, Abe 5 spaces northeast, and Yan 2 spaces north. I play the card with the state abbreviation not adjacent to the other two.

K: I roll 2, 5, and 6. I move Neo 1 space south and 2 spaces west, Cin 8 spaces east, Aja 8 spaces south. I play the card with the median number.

A: Want some squarish Pepperidge Farm cookies? They're not Milanos! I roll 2, 5 and 6. I move Yan 1 space east, Lea 2 spaces north, and Tip 5 spaces east. I play the only card in my hand that I had at the beginning of the game.

K: No thanks, I had some squarish hamburgers on my way over. I roll 2, 3, and 6. I move Aja 5 spaces north, Dan 1 space northeast, and Neo 1 space east, and 2 spaces north. I play a card whose number is one less than a card I have already played.

A: I roll 2, 4, and 5. I move Tip 1 space southeast, Yan 2 spaces north, and Ada 2 spaces north, and 1 space west. I play a card whose bigram does not appear in any answer to a clue in puzzle #6.

K: I hear superstar Jennifer is opening a new store downtown. I roll 1, 3, and 5. I move Tom 1 space northwest, Dan 1 space southeast, and Cin 2 space east. I play the card with the lowest value.

A: That's an odd thing to mention in passing. I roll 2, 3, and 4. I move Tip 6 spaces north, Abe 3 spaces northwest, and Ada 2 spaces north, and 1 space west. I play the card whose bigram appears in at least one answers to clues 12A-D in Puzzle #6.