



Instructions

Video Instructions at
[youtube.com/c/claimtofamegames](https://www.youtube.com/c/claimtofamegames)

For Ages 12 to Adult



ClaimToFameGames.com

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WARNING:
CHOKING HAZARD - Small parts
Not for children under 3 yrs.

Learn In Minutes...Enjoy Forever!



In this space-age game of strategy, civilizations from all regions of the galaxy have clashed into an epic battle in which you must defend your planet system while attempting to capture one of your opponent's planets. To do this and win the game, you must put together a strategy that will stand on its own: no cards, no spinners, and no luck at all. Only your skill and ability will earn you a victory on tomorrow's battlefield!

As Supreme Leader, each color represents the civilization(s) you are defending and those you want to conquer:

- **Red** – Terrans are a human race of explorers and traders.
- **Yellow** – Zorens are a solitary technologically advanced ancient race.
- **Blue** – Aquadians are an aggressive aquatic race from a water world.
- **Green** – Grutes are a plant race that has evolved over millions of years.
- **Purple** – Insectrons are an insect race that work in unification.
- **Orange** – Robotors are an android race, highly advanced, origin unknown.

Table of Contents

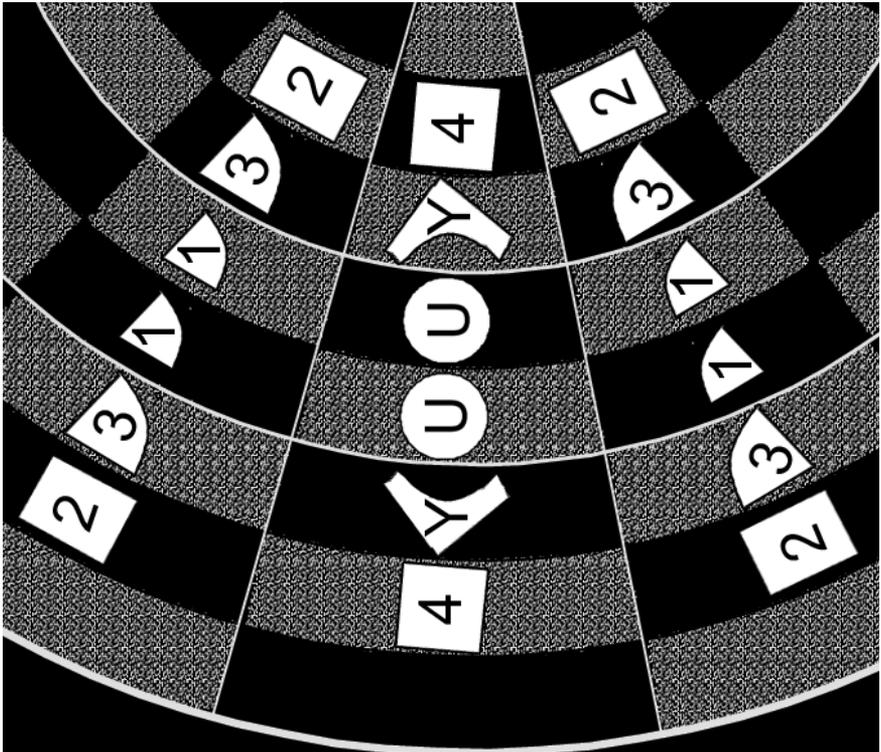
Equipment	3
Set-up	3
Objective	4
Board Examples	4
2- and 4-player Boards.....	5
6-player Board	6
Movement	7
Vessels 1,2, 3 and 4	8
Vessel Y.....	9
Vessel U.....	10
Game Play	11
Advanced Play	12
Dethroning	12
Reactive Movement.....	13
Double Kill.....	13
Lame Duck	14
Winning the Game	14
Player Ranking System	16

Equipment

- **2-Player Starter Game:** One game board one set of 18 red game pieces and one set of 18 yellow game pieces (total of 36 pieces). *Twist pieces off stem and place each color in a separate bag.*
- **4-Player Game:** One game board and four sets of game pieces; 18 red, 18 yellow, 18 blue and 18 green (total of 72 pieces). *Twist pieces off stem and place each color in a separate bag.*
- **6-Player Expansion:** One game board a set of 18 purple game pieces and a set of 18 orange game pieces (total of 36 pieces as an addition to the 4 player version).

Game Piece Arrangement

The 18 pieces for each player is the same set-up on each board. The same color pieces surround the "U" Titan, which is placed on the matching color planets, serving as the player's home base.



Each game will play differently, based on the strategies developed by individual players.

Length of game play time could be just a few minutes or over an hour, depending on the strategies each player develops and their skills.

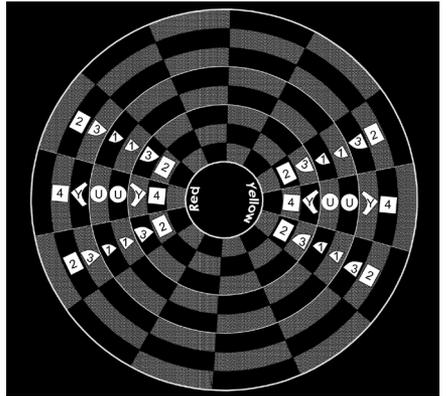
It is recommended that players new to the game begin with the **2-Player Game to learn how to strategize with their vessels.*



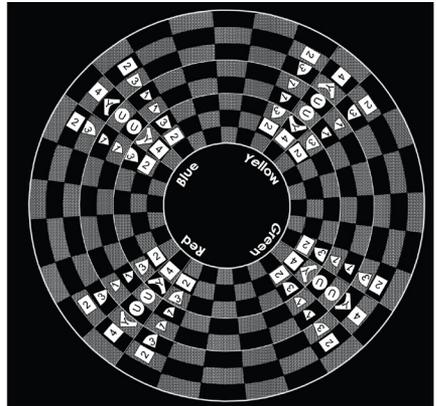
OBJECTIVE:

To land a vessel on any one of your opponent's planet.

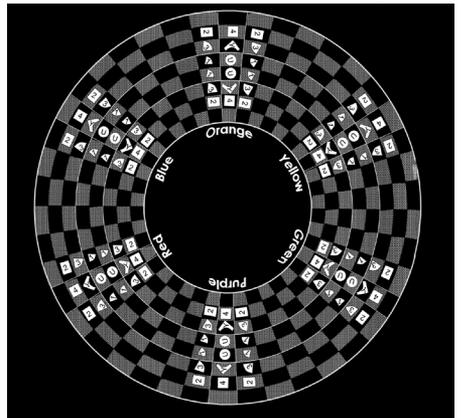
2-Player Board Set-up



4-Player Board Set-up



6-Player Board Set-up

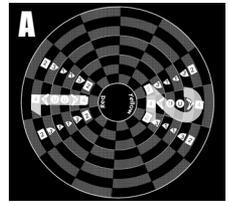


Standard Game Set-up

2, 3 & 4 players

2-Player Game

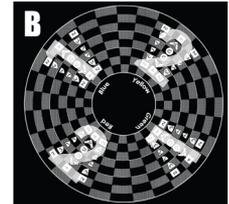
Each player starts with one fleet of 18 vessels. Place fleet surrounding the matching color planet, red or yellow, as shown in diagram A.



2-Player Advanced

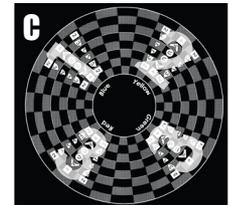
Each player starts with two fleets of 18 vessels (total of 36), opposite each other on the board. Place fleet surrounding the matching color planet, as shown in diagram B.

- Player 1 controls blue & green.
- Player 2 controls red and yellow.



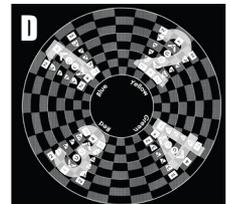
3-Player Offset

Player 1 and Player 2 start with one fleet of 18 vessels and two planets each. Player 3 starts with two adjacent fleets, total of 36 vessels and four planets, as shown in diagram C.



4-Player

Each player commands a fleet of 18 vessels. Place fleet surrounding the matching color planet, red, blue, green or yellow, as shown in diagram D.



2-Team Play

Teams consist of two players playing opposite each other. Each player commands one fleet of 18 vessels. Place each fleet surrounding the matching color planet, as shown in diagram E.

- Team 1 controls blue & green.
- Team 2 controls red & yellow.

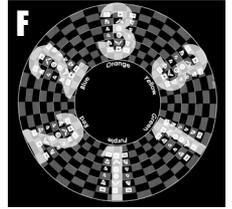


Expansion Board

6 Player Game Set-up

3-Player Essential

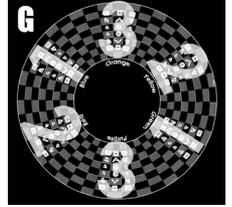
Each player controls two fleets of 18 vessels (36 vessels), adjacent to each other. Place each fleet surrounding the matching color planet, as shown in diagram F.



3-Player Challenging

Each player commands two fleets of 18 vessels (36 vessels), opposite each other. Place each fleet surrounding the matching color planet, as shown in diagram G.

- Player 1 controls blue and green.
- Player 2 controls red and yellow.
- Player 3 controls purple and orange.



3-Team Play

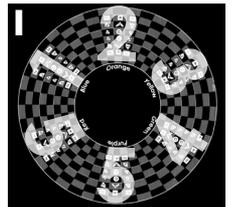
Teams consist of two players sitting opposite each other. Each player commands one fleet of 18 vessels (36 vessels per player). Place each fleet surrounding the matching color planet, as shown in diagram H.

- Team 1 controls blue and green.
- Team 2 controls purple and orange.
- Team 2 controls red and yellow.



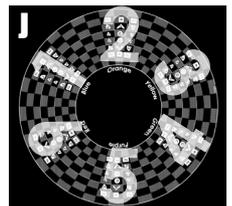
5-Player Offset

Players 1, 2, 3 and 4 start with one fleet of 18 vessels and two planets each to protect. Player 5 starts with two adjacent fleets, total of 36 vessels and four planets to protect, as shown in diagram I.



6-Player

Each player commands one fleet of 18 vessels. Place each fleet surrounding the matching color planet, red, blue, green, yellow, purple and orange, as shown in diagram J.



Movement

Board: Each space on the board represents a possible move for a vessel. The board has black and white spaces.

Planetary System: Refers to the two planets of the same color, side by side, one on a black space and one on a white space in which a player must defend.

Vessels: Each game piece is a vessel (single ship) used to either defend a planet, or attack an opponent's planet and/or vessels. Each player's set of vessels contains 18 ships with six different classes. Each class has a specific movement capability and range that is explained in detail on page 8.

Fleet: A fleet is comprised of the same colored vessels. Each planetary system starts with one fleet of 18 vessels. Any further reference to a fleet describes this structure:

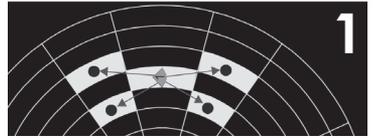
Vessel	Quantity	Shape	Class
"U"	2		Titan
"Y"	2		Battleship
"4"	2		Cruiser
"3"	4		Frigate
"2"	4		Destroyer
"1"	4		Fighter

Each vessel moves according to its individual movement capabilities. Every vessel has a few things in common:

- Can move as little as one space, or up to its maximum range.
- There can be no other vessel in its path.
- Cannot occupy the same space of another vessel, idle or in motion.
- Cannot jump each other.
- Cannot move if it leaves a player's own planet open for direct attack by an opponent's vessel. A player's vessel must remain in place to block or protect its own planet.

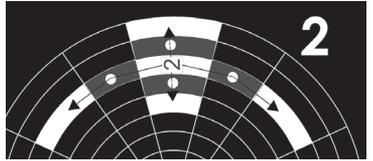
1 Fighter “1”

The Fighter moves one space per turn in a diagonal direction. The Fighter has four possible moves.



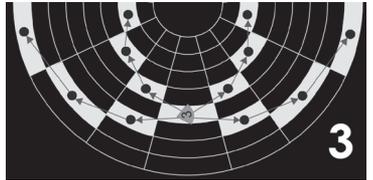
2 Destroyer “2”

The Destroyer moves in a straight direction, either horizontally or vertically, with a range of up to two spaces — one or two spaces — in a single direction, per turn, with eight possible moves.



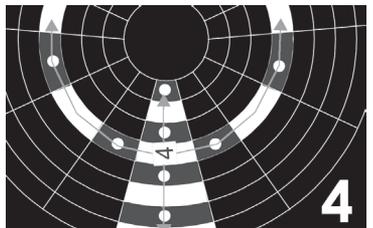
3 Frigate “3”

The Frigate moves diagonally, with a range of up to three spaces — one, two or three spaces — in a single direction, per turn, with 12 possible moves.



4 Cruiser “4”

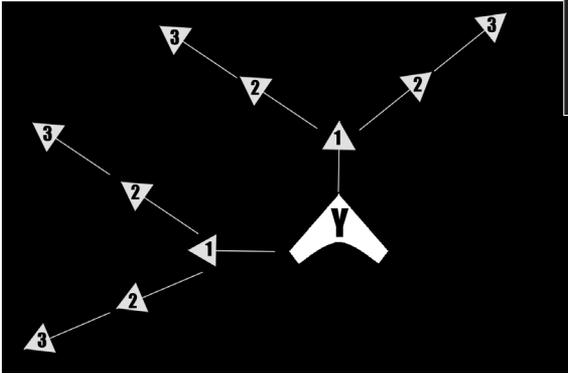
The Cruiser moves in a straight direction with a range of up to four spaces — one, two, three or four spaces — horizontally or vertically in a single direction, per turn with 16 possible moves.



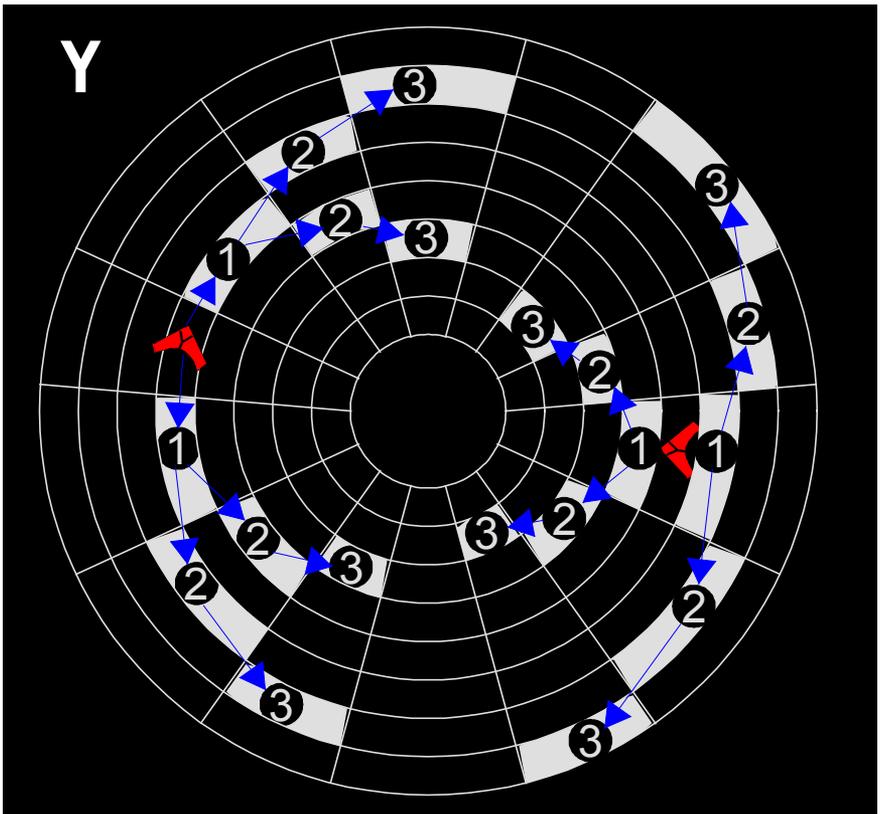


Battleship "Y"

The Battleship moves in a Y-shaped pattern; first, one space horizontal or vertical, then up to two more spaces in the same diagonal direction for a maximum of three spaces. The Battleship can move one, two or three spaces per turn, with 20 possible moves.



NOTICE: When the "Y" moves, it always changes the color space it lands on. *If it starts on white, it must end on black... or black to white.*





Titan "U"

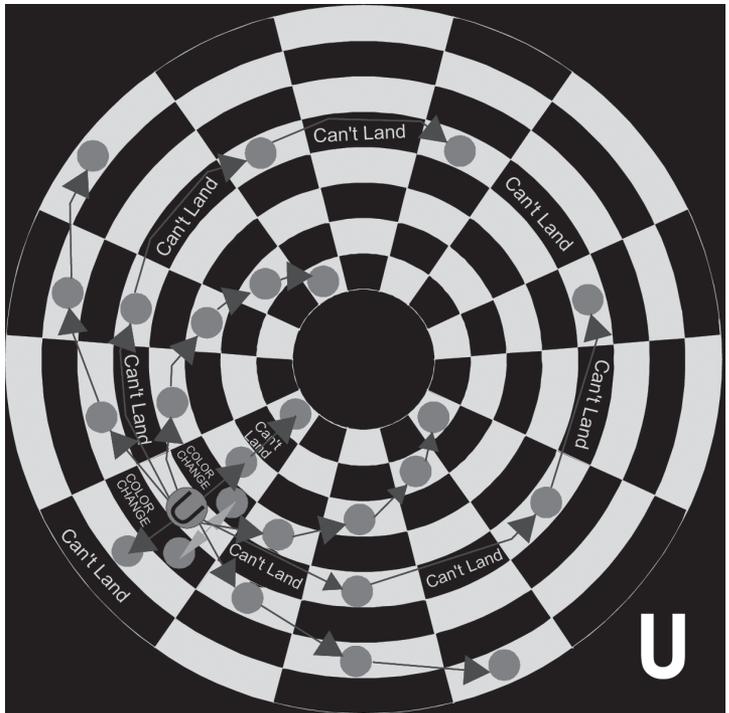
The Titan, a universal vessel, can move in any direction, horizontal, vertical or diagonal; but in a single direction per turn. The Titan has no range restrictions, including allowing it to circle the board in a single turn. The only restriction is that the Titan must stay on the same color space that it originated from. The "U" can pass over the other color, but not land on it.

Example: A Titan beginning on a white space can pass over the black spaces, but may not land on the black spaces, or capture an opponent's vessel on the black spaces. If a vessel is on the black space, the U is blocked from moving any further in that particular direction.

Titan Color Change: The Titan may change the color space it operates on by doing a Color Change move — moving one space vertically toward the center (outer edge) of the board, from black to white, or white to black, during one turn.



NOTE: During a color change, the Titan may capture an opponent's vessel.



Game Play

*Instructional videos for different moves are available at
ClaimToFameGames.com*

General Play: Red player goes first. Play proceeds in a clockwise direction. Each turn consists of moving one vessel within its movement range (see page 8).

NOTE: No vessel may jump over another. If vessel is in a player's path, that particular movement/path is blocked and player must select a different move. All vessels can move in a forward, sideways and backward direction. No two vessels may occupy the same space.

Capturing an Opponent's Vessel: Any vessel can capture any opponent's vessel, within its movement range (see page 8). To do this, player must move his vessel into a space containing opponent's vessel and remove opponent's vessel from that space and off of the board. The captured vessel may not be used again during the course of the game.

No player can capture his own vessel (or team member's vessel). If a player's own vessel is blocking his movement, that player will have to use a turn to move that vessel out of his way.

Verbal Warning: When a player has moved a vessel into position as to threaten an opponent's planet, a verbal warning must occur. The player that is threatening the planet must verbally announce, "DEFEND YOUR PLANET." A planet may not be captured without giving a verbal warning, one turn before capturing it.

Turn-ending: A player's turn ends when a vessel is moved to another space, and the player removes his hand from the vessel.

Offset Play: Player 3 or 5: when controlling two fleets, player receives a single turn while controlling both fleets, choosing to move one vessel from either fleet (see Multiple Fleets on page 12).

Illegal Moves: Moving a vessel that leaves a player's planet open, so that an opponent's vessel may capture the planet, is an illegal move.

When this occurs, anybody can challenge the move. When challenged, that vessel must be placed back in the prior position and another move selected. If no one sees the illegal move and the next player completes a turn, the move stands. Furthermore, when this move is discovered by either party, verbal warning must still be given one turn before a player's planet can be captured.

Advanced & Team Play Additional Rules

Multiple Fleets: Players with multiple fleets may move a vessel from either fleet and in any order, but only one vessel per turn.

Example: *In 2-Player Advanced Game, Player 1 can move a vessel from either the green or blue fleet on his turn, and furthermore, may choose to move a vessel from only one fleet for the entire game or rotate between fleets at player's discretion, depending on player's strategy.*

Team Play: Each player is responsible for moving his own fleet, but must work with his teammate to strategize against their opponents.

NOTE: Partners may not discuss moves unless agreed upon by all players prior to the beginning of the game.

Dethroning

When a player conquers an opponent's planet, THE GAME DOES NOT END; the defeated player is out of the game. The conquering player takes control of the defeated player's remaining vessels. The conquering player may now move any of those vessels as part of his fleet.

The defeated player's planets are out of the game, so they no longer have to be defended. This sequence occurs until only one player or team remains.

Example: Player 1 (blue) takes out Player 2 (red). Player 1 now controls the blue and red fleets. Then Player 4 (green) takes out Player 1, and now controls the green, blue and red fleets. Now Player 3 (yellow) is left to battle Player 4. At this point, only the yellow and green planets are being defended.

Reactive Movement (*occurs in games with more than two players*)

When a player's planet is threatened, and it is not his turn next, REACTIVE MOVEMENT may occur under certain circumstances.

If the targeted player **is able** to defend his planet, play is extended back to the targeted player IF he can defend his threatened planet. The targeted player must respond to the threat by either blocking or capturing the threatening vessel. Once the targeted player defends his planet, play ALWAYS resumes in a clockwise direction.

NOTE: If targeted player is NOT able to defend his planet by blocking/capturing, REACTIVE MOVEMENT is not triggered and play continues as normal, in a clockwise direction.

Example A: If Player 2's planet is being threatened by Player 3, then play is extended back to Player 2 so he can defend his planet by either blocking or capturing the threatening vessel. Once Player 2 has defended his planet, play goes back to Player 3 and continues in a clockwise direction.

Example B: If Player 2 threatens Player 4, and Reactive Movement occurs, Player 4 must defend his planet. Then, play returns in a clockwise direction and it is Player 1's turn next.

Note: This means that Player 3 was skipped in this round, because play always continues in a clockwise direction.

Double Kill: Reactive Movement is not designed to stop a Double Kill. Double Kill is when a player has two vessels positioned in such a way that when one is moved out, another vessel is also threatening a planet — the player has performed a maneuver that will threaten one or two planets simultaneously.

In other words, the planet(s) is being threatened from two different directions and by two vessels with no way for the

targeted player to defend both attacks. If it is not the targeted player's turn next, Reactive Movement will be triggered: the targeted player gets to block ONLY one attack, then play reverts back in a clockwise direction.

Lame Duck: (In games with three players or more) Occurs in a multi-player game when a player is challenged to defend a planet and cannot defend or block the attack on his turn. Until the planet has actually been captured, the Lame Duck player is still in the game and able to play. During the Lame Duck player's turn, he has the option to move a piece into a defensive position...should another player be able to draw off the attack, or may choose to cause chaos.

Alternative Advanced Play: In games where players control more than one planetary system at the beginning of the game, players may choose to extend the game by conquering each planetary system separately.

Example: If Player 1 controls purple and green at beginning of the game and another player captures a green planet, **Player 1 is not** out of the game, as stated in DETHRONING. Instead, Player 1 continues to control the purple system (and other vessels he may have acquired), and the conquering player takes over only the remaining green vessels. The green planets no longer have to be defended.

NOTE: As stated in DETHRONING, when a system is conquered, those planets are out of the game and do not need to be defended.

NOTE: This can also apply to two and three team play. If one partner is conquered, the other partner is still in the game.

Winning the Game

2-Player: The game is won when a player moves a vessel on to a space containing an opponent's planet. However, before a planet can be conquered, a player must give a VERBAL WARNING one turn before capture. Game will end when this action is accomplished.

2-Player Advanced: The game is won when a player moves a vessel on to a space containing one of the opponent's four planets. Game will end when this action is accomplished. Only one of the four planets must be conquered.

2-Team Play: The game is won when either teammate moves a vessel on to a space containing one of the other team's four planets. Game will end when this action is accomplished.

3-Player Offset: On the 4-player board, once Player 3 loses one of any of the four planets, Player 3 is out of the game and the conqueror takes over all remaining fleets under Player 3's control. The winner is the "last man standing." Players are eliminated as their planet is invaded. (See *DETHRONING* on page 12.)

3-Player Essential/Challenging: On the 6-player board, the winner is the "last man standing." Players are eliminated as their planet is invaded. (See *DETHRONING* on page 12.)

3-Team Play: The winner is the "last team standing." Teams are eliminated when one of their planets is invaded. (See *DETHRONING* on page 12.) When a player invades an opposing team's planet, THAT PLAYER takes control of that team's remaining two fleets. The other team member isn't awarded any vessels during this win. The dethroned team is out of the game. Those two defeated planet systems are no longer defended.

4-Player: The game doesn't end the same way as the 2-Player advanced and 2-Team games. The winner of the 4-Player game is the "last man standing." (Players are eliminated as their planet is invaded). See *DETHRONING* on page 12.

5-Player: Once Player 5 loses one of his four planets, Player 5 is out of the game and the conqueror takes over all remaining fleets under Player 5's control. The winner is the "last man standing." Players are eliminated as their planet is invaded. (See *DETHRONING* on page 12.)

6-Player: The winner is the "last man standing." Players are eliminated as their planetary system is invaded. (See *DETHRONING* on page 12.)

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Player Ranking System

Rankings are designed to let you know your status amongst other *Planetary Strike* players. This ranking system will help in future ladder play and tournaments. When two registered players play a game, both must log in and report the results. The winner will get credit for the win, and move up in his or her ranking. Players must be registered by emailing Mike@ClaimToFameGames.com.



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We invite you to send your questions, comments and suggestions to Mike@ClaimToFameGames.com.

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Concept and design by Mike & Christine Chouinard



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