

ABOUT THE GAME

Name of Game: STAR HAVEN

Estimated play time: 30mins

Number of players: 1-4 players

Credits:

- Alto, Miles
- Bonifacio, Emmerdale R.
- Chua, Georson D.
- Pereyra, Carlo A.
- Santos, Kyle Raphael C

THEME/ BACKSTORY

The year 27XX, Earth's resources have been drained, the humans are forced to find planets and habituate it as their new **HOME**. However, while there are planets suitable to sustain life, none of them are completely habitable like Earth, and so the humans must gather resources from the vastness of space in order to terraform the planets and make them their new home. However, resources are limited and hostile alien empires patrol the vast frontier, forcing them to compete due to the limitations and restrictions of the only resources necessary to create their new home.

Star Oasis is a tabletop board game centered around collecting resources in order to terraform planets and turn them to colonies for your people to live in. Players explore the vast frontier of space in order to try finding planets and getting resources, players can face each other for resources or defeat alien armada in order to get those resources or simply search for resource tiles and harvest them. However this is the first time humanity has explored space so everything is uncertain and sealed in mystery until they encounter it.

GAME COMPONENTS

Materials:

- Sectors [16]
- D20
- Resources Token [60]
Oxygen [20], Water [20], Minerals [20]
- Hexagon Tiles [53]
Planets [15], Alien Armada [6], Watercloud [6], Gas Giant [6], Resource [6], Wreckage [6], Asteroid Belts [8]

Resource tokens:

- Oxygen
- Water

- Minerals
- Fuel

Tiles and their descriptions:

//These tiles has different colors

// Each has Red [1] which give +6 resources, for Blue [2] +2 resources, and for Yellow [3] +4 resources

- *Asteroid Belt* - gives fuel resource
~Fuel - how many tiles you can move in a given turn (Having 3 fuel means you can move 3 tiles)
~If fuel exceeds the max of 4 fuel cap, you may convert it to any resource.
- *Resource* - Add any resource (1 point)
- *Armada* - Need to win in order to get the set amount of resources as loot
- Gas Giant - Oxygen resource (token)
- Water Cloud - Water resource (token)
- Wreckage - Mineral resource (token)

Planets:

//Each planet has different requirements in order to claim as points

(for example, Planet Y has 2 oxygen displayed in its tile, and so you must give 2 oxygen in order to terraform it)

Points:

Blue color = 1 point

Yellow planet = 2 points

Red Planet = 3 points

OBJECT OF THE GAME

Find and gather resources throughout the board, and find planets to give that resources. Get resources from other players and enemies in order to help fulfill the need to claim the planet for points.

SETUP

Step 0. Place the resource tokens to a place where everyone can reach

Step 1. Separate preferred events and planet tiles so that it equals the total tiles then randomize
Step 2. Via round robin, place the sector anywhere in the table as long as they connect
Step 3. Place the tiles anywhere in the sector, also via round robin (preferred that each sector has maximum of 3 tiles)
Step 4. The players then choose a starting point anywhere in any sector (don't put on top of a tile)

Recommended / Preferred number of tiles:

1 to 4 players:

16 Sectors

48 total tiles = 10 planet tiles + 38 event tiles

48 tiles = Planets [10], Alien Armada [6], Watercloud [6], Gas Giant [6], Resource [6], Wreckage [6] and Asteroid Belts [8]

Note: Can also depend on the players preference; this can mean that maximum of tile per sector can be lessened or increased. Maybe having less planets but more resources or lots of planets but less resources.

PROGRESSION OF PLAY

Turn phase:

1. Move your ship in any direction to a given distance no greater than your fuel (If you have 2 fuel then you can only move 2 tiles in any given direction)
2. If your ship lands on a tile, uncover that tile and check the corresponding descriptions.

Movement:

All players start with 2 fuel which can let the players move to hexes at their turn.

They can move in any direction they want.

>Fuel - How many tiles you can move in a given turn (Having 3 fuel means you can move 3 tiles)

>If fuel exceeds the max of 4 fuel cap, you may convert it to any resource.

Player vs player

1. Two players roll against each other when both are in the same tile
2. Winner picks two resources from the defeated player
3. Both players cannot fight for one turn

---Flipping----

An Alien Armada Tile:

1. Each Armada has a designated power level from 1 to 19
2. Roll a D20, your roll must be higher than the Armada's power level in order to destroy (An Alien armada with a power level of 10 needs to have a D20 roll of 11 or above in order to destroy)
3. If your D20 roll is lower than the Armada's power level, one life will be taken away. You have an amount of 3 lives at the start of the game, if you have resources then it will be taken away first before your life. (Leave the resource token on top of the armada if you lost- anyone can claim it when they defeat that armada)
4. You can stay in the tile if you don't want to engage the Armada, but you can't leave for that turn.

A Planet Tile:

1. If you discovered a planet and don't have the required resources for that planet, then you just leave it as it is
 2. If you have required resources then you need to go back to the planet in order to claim it as points
- // Nobody owns the planet until they get it and claim it as points

A Resource Tile:

1. Claim the corresponding resource token dictated on the tile

RESOLUTION

1. Players need to successfully terraform planets, each planet has a quota in which you need to fill in (for example, Planet Y has 2 oxygen displayed in its tile, and so you must give 2 oxygen in order to terraform it)
2. The player who reached the most amount of points by the end of the game (when all planets have been terraformed) wins.
3. If there are no possible actions/planets/resources then the player who has the most points wins.