



Celestian

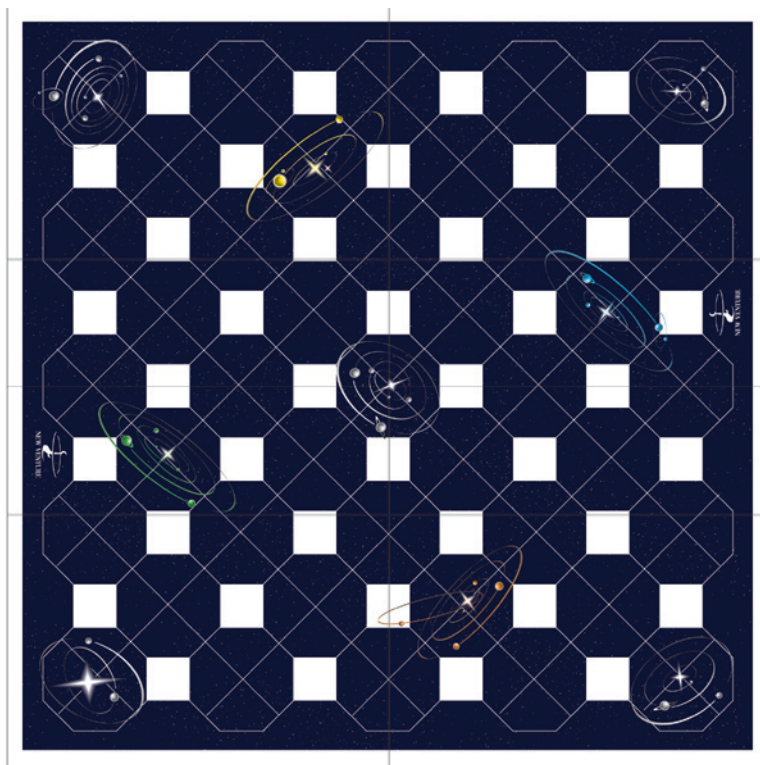
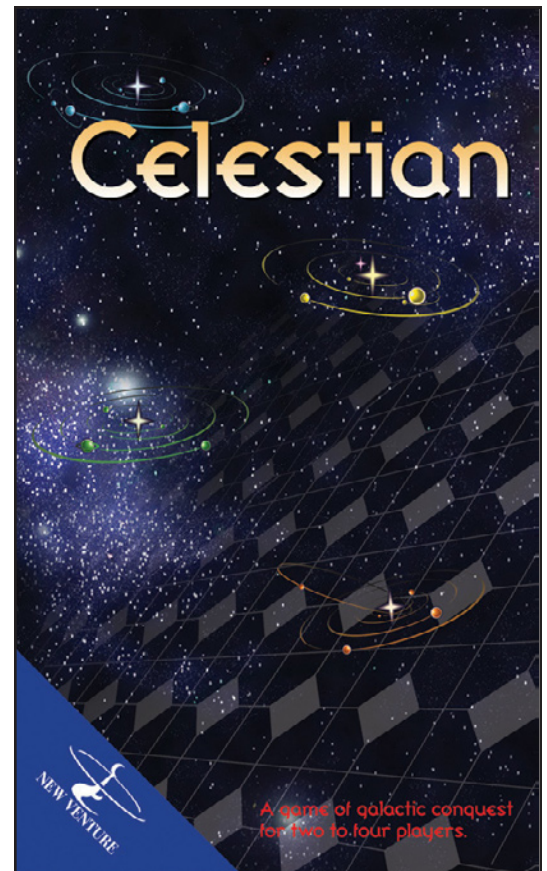
Who Will Win the Galactic Throne?

Type: Abstract Strategy
Ages: 10+

Players: Two to Four
Duration: 30 minutes

Synopsis:

Here's a game with two boards in one. While each player battles for dominance in this Sci-Fi Empire setting, they can use (or abuse) their access to Hyperspace - a second board superimposed over the first. Sacrifice can often tip the balance of this game in one surprising move... but watch out for a surprise attack!



Equipment & Features:

The board is the significant component, depicting two superimposed playing fields in one. One is an array of dark spaces delimited by white lines (called "Normal Space"), and the other is made up of the white spaces connected by white lines (called "Hyperspace"). The pieces are four sets of 12 pawns - red, green, blue, and yellow in the prototype.

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The Rules:

The Pretense: The Celestial Emperor of the Nine Systems is dying and has no heirs. As his dying command to you, the Celestial Barons, he has devised this game to determine the next Emperor. The object of the game is to maneuver your ships through normal and hyperspace, destroy the ships of your opponents' fleets, and avoid the destruction of your own, and finally occupy and hold the majority of the Nine Systems for one full turn.

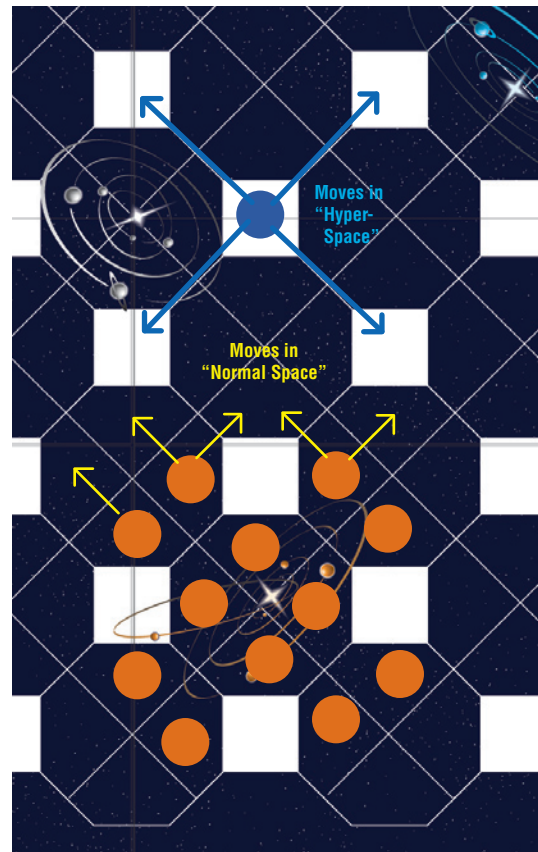
The equipment consists of 12 ships per fleet, (4 fleets of different colors) and the board. The board shows a chart of the Nine Systems on a starfield, divided into octagonal Sectors. Each Sector is divided into quadrants. Superimposed on this chart is a grid of white squares and lines representing Hyperspace.

The Baronial Systems are marked with a planetary system in the same color of the accompanying ships. Set up the board with each players' 12 pieces (ships) in the 4 quadrants of his chosen Baronial System and those adjacent to it, one in each quadrant. At no time can more than one ship share a quadrant or a Hyperspace square.

Ships are moved in normal space one quadrant per turn across quadrant lines (not "diagonally" across the points). Opposing ships are destroyed simply by moving into a quadrant occupied by the opposing ship and removing it from play (like a capture in chess).

Ships may be moved into or out of Hyperspace from an adjacent quadrant. Once in Hyperspace, the ships can move up to 4 white squares along the straight white lines which connect the Hyperspace squares. Ships may not pass through a square occupied by another ship. Weapons are ineffective in Hyperspace - no ships may be destroyed while in Hyperspace, **EXCEPT: Should any one Baron have more than four ships in Hyperspace at one time, ALL ships in Hyperspace at that time are annihilated instantly (removed from play).**

The Baron who occupies any 5 Systems for a complete turn wins. The occupation can be by one to four ships in the quadrants of the System's Sector, and the Sector must not be shared with any other Baron's ships. Hyperspace squares are not part of the Sector.



Starting position for the "Orange" Baron. The others are similar.