

## OPERATIONS MANUAL 1.0

### DOGONAUTS: STARFLEA TERRITORIES

#### BASE SET



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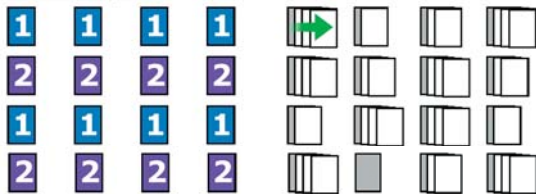
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**Introduction:** Dober the space Dog and Fester the space Flea are mortal enemies and have crash-landed on a remote desert planet. With their space ships broken, Dober and Fester race to repair them and get back to space fighting! The only problem is, their ship parts are scattered around the planet. Dober and Fester must capture territories containing their ship parts to complete their repairs.

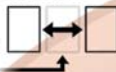
In the **Dogonauts: Starflea Territories** game you play as either Dober or Fester and want to collect parts to repair your broken spaceship! Capture as many territories as possible. Whoever collects the most parts can repair their ship and wins!

Each player needs a unique character deck to play. The Base Set contains 2 character decks: Dober and Fester. To start, each player chooses a unique character deck of 27 cards. Note: The Moon Set, sold separately, also contains Dober and Fester but with color variations to allow up to 4 people to play the game.

**Set up: A)** Each player takes turns placing a card face up to create a territory as shown below. Each card represents a territory. (Player 1 places card "1" below, while Player 2 places card "2", and so on)



The initial placement has Player 1 place a card, then Player 2, then Player 1, and so on until 16 cards are placed. Be sure to include at least a card's width of space between each row of cards like this:



This initial placement allows for placing cards later during play. Doing this keeps the cards in each of the 16 Territories separate and allows you to add their numbers together more easily.

2

**B)** After creating the 16 Territories, each player should deal 3 cards to himself/herself from their unique character deck. Player 1 will begin Step 1.

**Goal:** Capture as many card piles (Territories) as possible!

**Rules summary:** Cards are placed, 1 at a time per player's turn, on top of a Territory. Cards in a Territory can add up to a maximum of 12. The first player to total a Territory to 12 turns over the last card played on that Territory to show that they have captured it. The player owns this Territory until the end of the game unless another player uses a "7 Break!" card, which removes ownership of that Territory and makes it a 7 (see 7 Break! Card for more information).

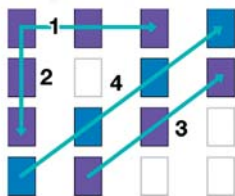


The above shows Dober capturing a territory with a 4 and 5 using his 3. To show he owns it, he flips over his 3 card, then cleans the pile (i.e. organizes the cards to be a simple stack or removes all but his top card).

**Turn Sequence:** A player should place 1 card from his/her hand on one of the Territories then draw 1 card from his/her deck and add it to his/her hand. Next player repeats this, and so on, until no player can continue. If a player cannot play any of the cards in his/her hand, then the turn skips to the next player. When no player can continue placing cards (no more cards left or no cards can be played), the game is over.

**7 Break! Card:** This is a special card that can capture Territories but can break ownership of them too. The 7 card can be played as a number (7) to capture a Territory (for example, if a Territory's cards total 5, placing a 7 would capture it with 12). The 7 card can also break ownership of a captured Territory, simply by placing it on top of it (which means it is no longer owned and can be captured).

**Try to capture 3 or 4-in-a-row!**



The above shows four different In-a-rows:

- 3-in-a-row across
- 3-in-a-row down
- 3-in-a-row diagonally
- 4-in-a-row diagonally

**Game Over and Score:** To determine who wins, add each player's points in the following order:

- add up all territories owned (1 point each)
- add 5 points for every corner territory owned
- add 10 points for every 3-in-a-row of territories
- add 20 points for every 4-in-a-row of territories
- add extra points for parts as indicated

Add all of these points together per player. Whoever has the highest point value wins!

**Corner Territories and In-a-rows**



The above shows Dober owning 2 corner territories and a 3-in-a-row. In this example:

- Dober would have 25 total points (5 for Territories, 10 for 2 corners, and 10 more for 3-in-a-row)
- Fester would have 11 total points (6 for Territories and 5 for a corner)

**Extra parts!**



The above shows examples of extra parts for Dober. When there is a +1, +2, or +3, these numbers are added into points as described above. This card would be 3 points (1 point for the card itself, 2 points for the extra parts). The card would be worth even more if it was a corner Territory or part of a 3 or 4-in-a-row.

**Combining Sets:** You can play the Base Set and Moon Set of Dogonauts: Starfla Territories separately, but you can also combine them to allow more variety or more players (which is more fun!). The rules are the same as above when you combine the sets, just make sure each player has their own unique color and character. For example, one player can be Dober with the blue background, while another can be Dober with the brown background, etc. Everyone who plays must have a unique color.

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