

This is a 2-dimensional tactical space wargame played by up to 9 players.

1. SHIPS. Each player starts with 10 ships. Each ship is identified by a two-digit number. The first digit identifies the original owner of the ship (1-9). The second digit identifies the type of ships. A ship ending in the number 0 is a flagship. A ship ending in 1, 2, or 3 is a battlecruiser. A ship ending in 4 through 9 is a scout. Each player starts with 1 flagship, 3 battlecruisers, and 6 scouts.

2. MOVEMENT. A ship's position (P) is given by two numbers, x and y. Each turn, its new position is determined by adding the velocity (V) to the old position. You may change your velocity each turn by accelerating (A). Your acceleration is given by a pair of numbers (x and y). Your new velocity is determined by adding the acceleration to the old velocity. (Note that if you add a negative acceleration, your velocity gets smaller. To slow down, you accelerate in a negative direction.) You may accelerate as much as you want, up to your fuel limit. If you try to accelerate more than you have fuel, you don't accelerate at all.

3. FUEL. Your acceleration is expressed as two numbers (x and y). In order to determine the cost, in fuel, of your acceleration, you must add these two vectors together (square them both, add the results together, take the square root, rounded off to the nearest integer). Subtract 10 from this number, and you have your fuel use (the first 10 are free-if you accelerate less than 10 it costs the same as if you accelerate 10-nothing). Also, each time you fire your guns costs 10 fuel. Each ship starts with 30 fuel, and gets 10 more at the end of each turn. Each turn you may use up to the amount of fuel listed on the printout for each ship. Any fuel not used is saved. There is no limit to the amount of fuel saved.

4. FIRING. Firing takes place after movement. Each ship can fire at any one of four ranges: close, short, medium, or long. If a ship fires at close range, it hits any ship in any direction, which is within close range. If a ship fires at any other range, it must name a direction of fire. This direction can be any number from 1 to 12, as on a clock. Direction 12 is straight up the Y axis (north). Direction 3 is straight out the X axis (east). Example, if you are at 10,20 and you want to shoot at 15,20; you fire in direction 3. If you want to fire at 5,20; you fire in direction 9. If you fire at short range, you will hit any ship within short range, who is within 45 degrees either side of your direction of fire. If you fire at medium range, you will hit any ship in range, within 30 degrees either side of your direction of fire. If you fire at long range, you will hit any ship in range within 15 degrees either side of your direction of fire. For a flagship, close range is 20 squares, short range is 40 squares, medium range is 60 squares, and long range is 80 squares. For a battlecruiser, the ranges are 30,50,70, and 100. For a Scout they are 10, 20, 40, 60.

5. HITS. If a battlecruiser or scout hits any ship (including your own) the hit ship is destroyed. If a flagship hits an enemy ship, the hit ship is captured by the owner of the flagship. If you destroy an enemy ship, you get points (see victory points). If you capture a ship, it becomes yours, and you may order it from then on. If two flagships try to capture the same ship at the same time, it is destroyed instead (both players get the points). Two flagships may capture each other, and they just exchange owners. (There is no penalty for losing your flagship). The only way to hit a ship at the same position as your ship is to fire at close range. Two or more ships may be in the same position. If you fire at your own ships, you destroy them, but you don't get any points.

6. THE MAP. Each of the two numbers representing the position of a ship may be from 0 to 999. If a ship moves off the board (one of its two position numbers goes below 0 or over 999), it is destroyed. A ship may fire on the turn it moves off the board, and it may be fired at also. Thereafter it ceases to exist.

7. YOUR PRINTOUT. Shows the acceleration (A), velocity(V), and position(P) of all ships on the board. It will also show the fuel (F) of all your ships, and the total victory points for each player. If a ship is listed under a new player, that means he captured it.

8. THE TURN SHEET. On your turn sheet will be spaces in which to write the ship number, the acceleration, and the firing. If you don't want to accelerate, or if you don't want to fire, leave that space BLANK. If you wish to neither accelerate nor fire, do not even write down the number of that ship. (IMPORTANT: be sure and get the right game number and player number, and your signature on every turn sheet. Otherwise you may miss the turn.)

For firing, in the first space (range) write 1 for close range, 2 for short range, 3 for medium range, and 4 for long range. (IMPORTANT: Do not write, close, short, medium, or long. Write the NUMBER that stands for the proper range.) In the second space (direction) write the direction you are firing (from 1 to 12).

9. THE SET UP. Turn 0 you will be told the game number, your player number, and a single position. You may place each of your ships within 50 spaces of that starting position. (If your starting position is 50, 700; your ship's x coordinate may be from 0 to 100, and the y coordinate may be from 650 to 750.) You may place two or more ships at the same position. (Hint: Do not place them too close together). Any ship you do not place, or placed at an illegal position, will be placed on your starting point. Each player has a different starting point. If you do not send in the set-up, you will be dropped from the game. You may also give each ship a starting velocity. This velocity may be any pair of numbers, positive or negative. But remember, if your velocity is so big you run off the board, your ships will die!

10. COMMUNICATIONS. You may send messages to the other players. The message must be written on a 3x5 index card, and must be addressed to a player number. (Do NOT send messages on cards bigger than 3x5!) You may sign it any way you want, except that you may not sign someone else's player number. The message will be delivered to him with his next turn. Do not send messages with the set-up (turn 0).

11. VICTORY CONDITIONS. This game is 12 turns long. The player with the most victory points at the end of the 12th turn is the winner. You get victory points by destroying a ship other than your own. (11 points for a scout, 31 for a battlecruiser, and 51 for a flagship). You do not get points for capturing a ship. You do not lose points for losing your own ships. If two players hit a ship at the same time, they both get the points. If you hit an enemy ship with two or more of your ships at the same time, you get the points that many times. Once you capture a ship, it is yours, and you cannot get points for destroying it.

12. TO PLAY. Send \$4.50 (\$5 for airmail, \$6.50 for overseas airmail) to Flying Buffalo, Inc. PO Box 1467, Scottsdale, AZ 85252, and ask to be in a game of RK. Be sure and tell us whether you need a copy of these rules. Please allow 6 to 8 weeks for your game to start. You may start a private game if you have at least 4 people. Send all your applications in the same envelope, along with the regular fee. The game will be run just like a regular game, except that you and your friends will be the only players in the game.