

COMBAT PROTOCOLS

A TOKEN TERRORS MINIGAME



Welcome, commander! You are in charge of the air drills of the Flying Machines in training. Your job is to lead them through the air space safely... though that's easier said than done! Every level will progressively increase the difficulty and introduce new challenges. Show these rookies how it's done!

Components:



6 x Flying Machine figures
(1 is used as the Air Traffic Controller)



1 x Air Space Board



1 x Control panel card



4 x Air Traffic Control tokens



1 x Heat token



1 x Power token



6 x Direction tokens

Overview

Combat Protocols is a solo puzzle game structured in several levels of increasing difficulty. Your goal is to maneuver your Flying Machines to the opposite side of the board while managing their Energy and Heat levels.

You win when...

All Flying Machines leave the board from the side of the board opposite to their starting position.

You lose when...

1. You run out of power (reach the last position on the Power Track);

OR

2. You overheat (reach the last position on the Engine Temp Track).



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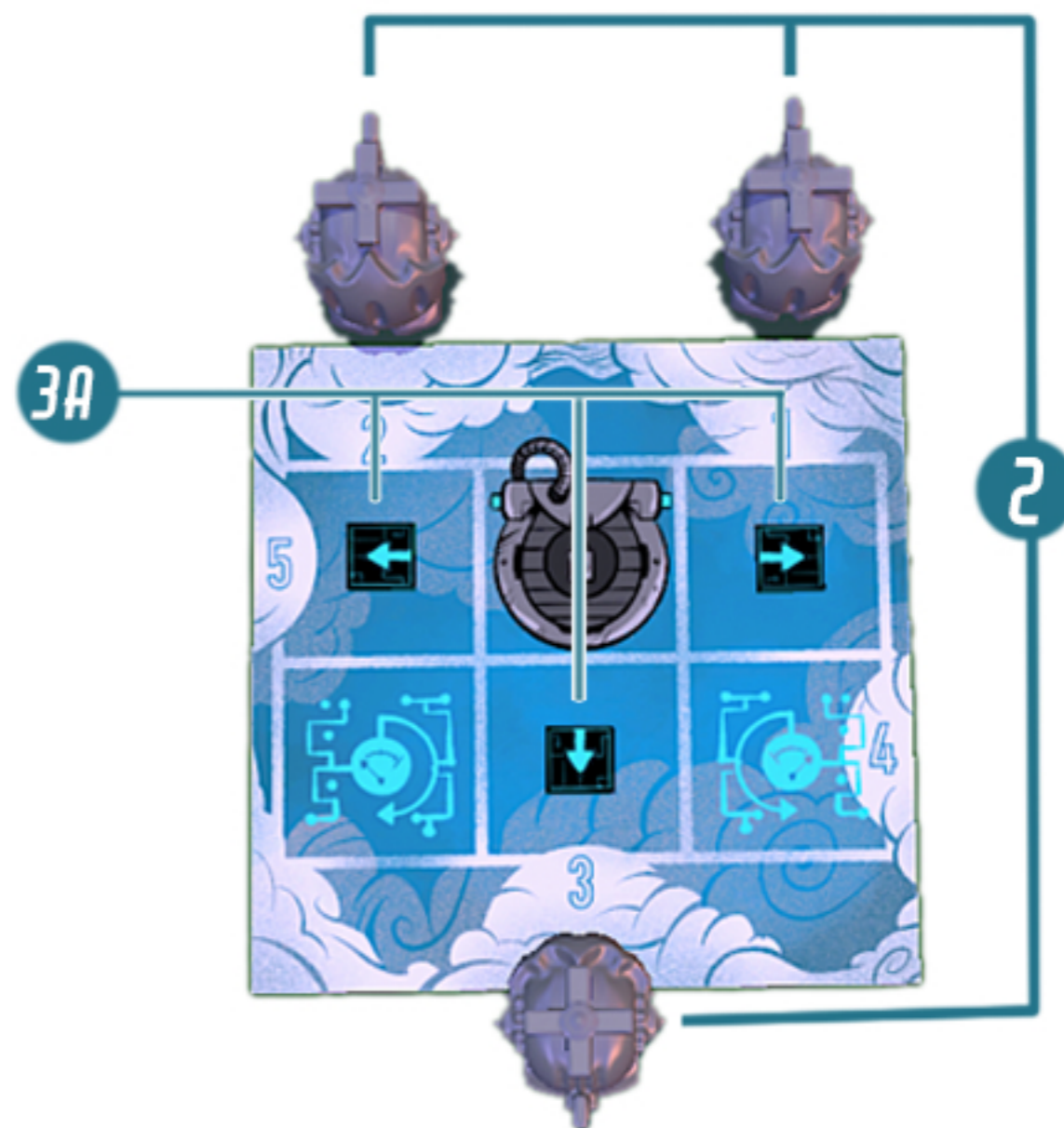
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Setup

1. Pick a mission to play and select difficulty (See Missions, page 5)

We recommend playing the missions in order starting from the Normal difficulty!

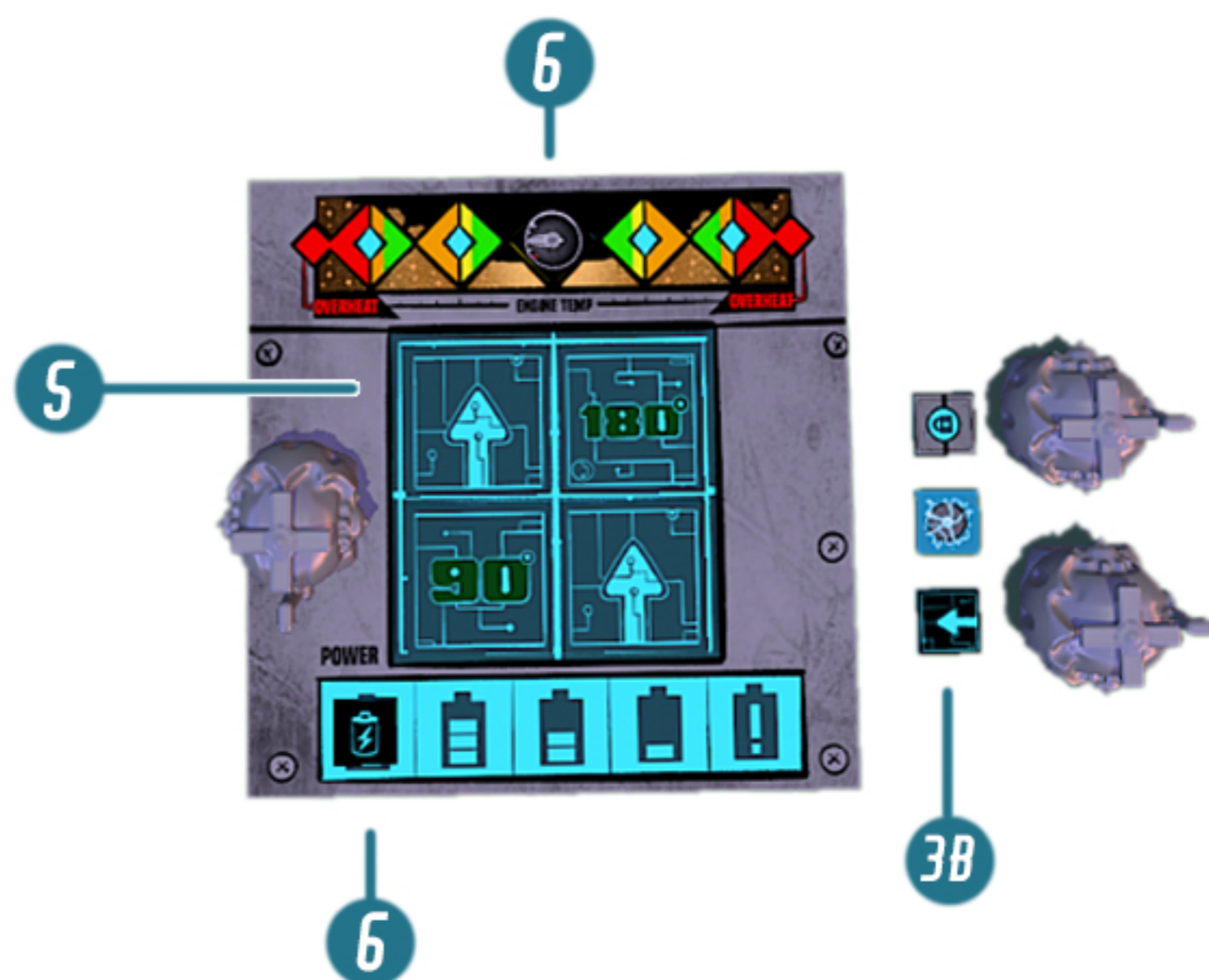
2. Place all Flying Machines on their starting positions according to the mission you're playing. The starting positions are numbered on the board.
3. Shuffle the 6 Direction Tokens, and set them with the arrow side visible (A). Place 3 Direction Tokens on the empty squares (the ones in front of the starting squares marked "1", "2" and "3") facing in random directions (B).



4. (For Normal difficulty, skip this step) Flip obstacles equal to the difficulty you wish to play. Choose where to place the obstacles, one at a time, on the 7 available lines between the squares.

5. Place the 4 Air Traffic Control Tokens on the Control Panel and your Air Traffic Controller near them. Make sure the 2 tokens are placed diagonally across from each other and the tokens are face down.

6. Place the Heat Tracker () on the **third** space of the Heat Track, and the Power Tracker () on the first space of the Power Track.



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Actions

In *Combat Protocols*, you control the Flying Machines that participate in the drills by navigating the air space, as well as the Air Traffic Controller that moves the tokens on the board, so the drill participants can maneuver. You may take any number of actions with the Flying Machines and the Air Traffic Controller, and in any order.

Flying Machines

The Flying Machines start in a specific space next to the board and never change their orientation. Your objective is to have them exit the board from the opposite side (the one in which they are oriented towards.) The Movement Track is used to mark the number of remaining movement actions the Flying Machines can make before the game is over. Advance the Movement Track every time a Flying Machine moves to another square.

Movement Rules:

1. Flying Machines can move orthogonally (up, down, left, and right.) They can never move diagonally!
2. Flying Machines may only *exit* a space containing a **Direction Token**; They may *enter* spaces regardless of tokens on them.
3. Flying Machines can only exit a square in the direction indicated by that square's **Direction Token**;
4. Flying Machines may not enter squares **occupied** by other Flying Machines, or exit from starting squares if that square's respective Flying Machine has not entered the board yet;
5. Every time a Flying Machine moves, advance the Engine Temp Track by one space.

Locations

Locations are special squares marked with an icon. When a Flying Machine enters a Location, it immediately triggers its effect:



Engine - Flip the **Heat Token** so it points in the opposite direction.

That's how you get more movement in the game - use the Engine squares when you're near one end of the Heat Track to avoid overheating!



Charger Depot - Move back 1 square on the **Power Track**

Plan ahead! Always make sure you have enough Power to complete your course.

Air Traffic Controller

The Air Traffic Controller is used to move and rotate tokens on the board by selecting ATC tokens. There are 4 possible actions the Air Traffic Controller can select with each activation:



Turn a **Direction Token** 90 degrees in any direction;

Example:  → 



Turn a **Direction Token** 180 degrees;

Example:   → 



Move an **Obstacle** or **Direction** token to another orthogonally adjacent border;

(see Obstacle tokens below)



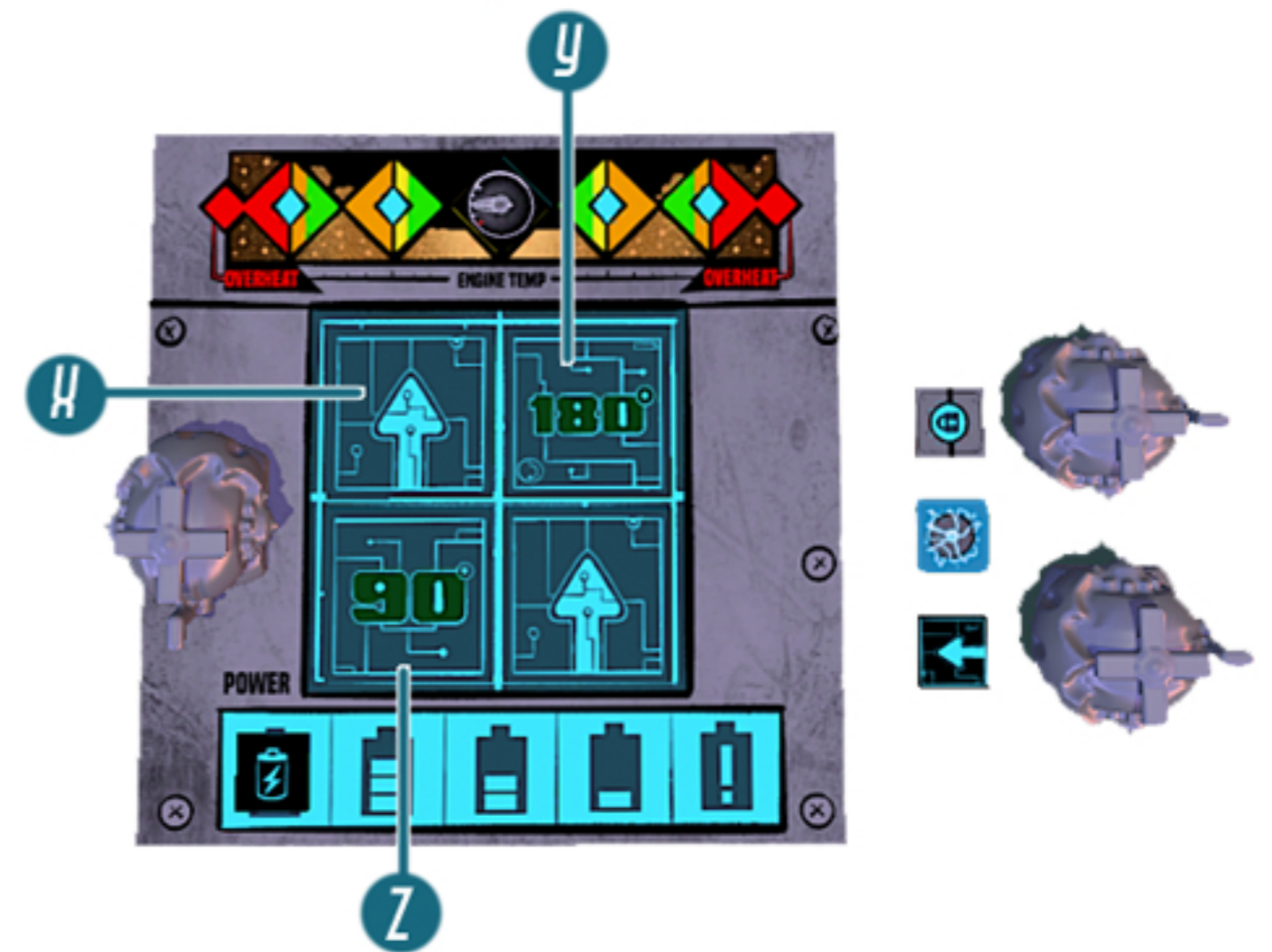
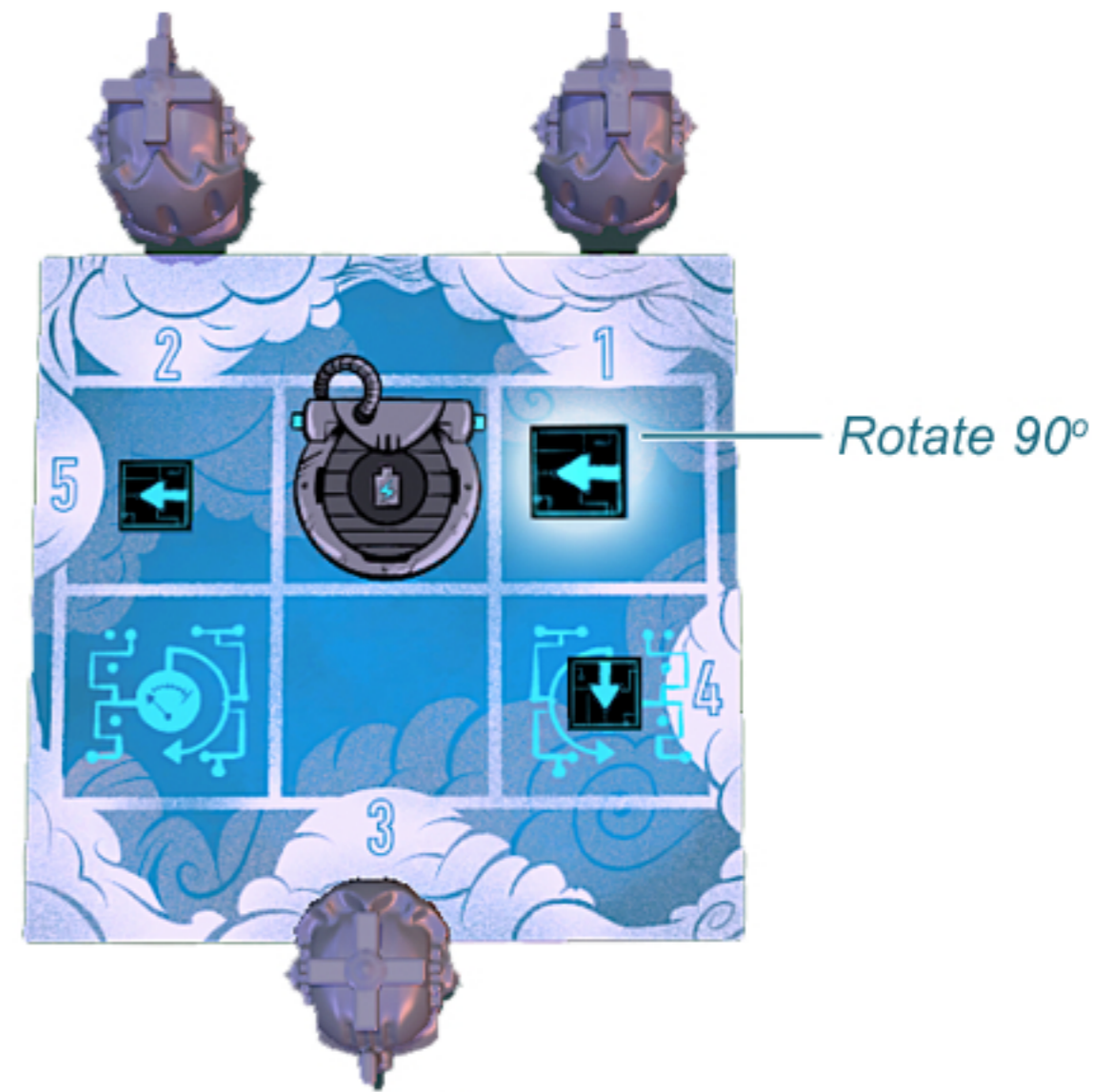
Lose 1 **Power** and move any token (Direction, Obstacle, or Platform) to another orthogonally adjacent square.

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On the first turn, the Air Traffic Controller may step on any ATC token. In each turn after the first, the Air Traffic Controller may only step on ATC tokens that are orthogonally adjacent to the token it is currently on. **Whenever the Air Traffic Controller moves off of a token, flip that token to its other side.**

For example: The ATC is standing on tile X. Since it can only move orthogonally, it now has 2 choices: move to tile Y or tile Z. We choose to move to tile Z, triggering its effect (rotating the Direction Token in the top right 90 degrees so it points to the left), and flipping tile X to its other side. That completes Air Traffic Controller's activation.



Obstacle Tokens

Depending on your chosen difficulty, the board will feature a number of Obstacle tokens.

There are two types of Obstacles:



Barrier - Flying Machines may not pass through borders with this token.



Battery Drain – Flying Machines may pass through borders with a Battery Drain, but lose 1 Power.

The Obstacle tokens are placed on the borders **between** squares, **not on the squares**.

You may use ATC tokens to move Obstacle tokens to adjacent borders during the game.



During setup, the 3 unused Direction tokens are flipped to their Obstacle side. Depending on your chosen difficulty, you may place up to 3 Obstacle Tokens in any of the 7 starting areas pictured above.

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Missions

- Mission 1** – Flying Machines on spaces 1-3
- Mission 2** – Flying Machines on spaces 1-4
- Mission 3** – Flying Machines on spaces 1-5
- Mission 4** – Flying Machines on spaces 1,2,3,3,3
- Mission 5** – Flying Machines on spaces 1,2,4,4,4

Difficulty

- Easy** – Obstacles 0
- Normal** – Obstacles 1
- Hard** – Obstacles 2
- Impossible** – Obstacles 3

Note: In missions 4 and 5, multiple Flying machines start from the same space outside of the Air Space Board. You may deploy them when the space in front of them is empty, as you would in other missions.

It's time to take off

Good luck, commander! The future of the Flying Machines is now in your hands. Go soft on them and try not to destroy too many on your first day, okay?

Contributors

Game Design: Ivan Alexiev
Artwork: John De Campos
Editor: Nikola R. Petrov
Development: Tsvetozar Spasov
Graphic Design: Vesselin Alexiev
Playtesters: Sam J. MacDonald, Galen McCown, Vesselin Alexiev, John De Campos, Nikola R. Petrov, Tsvetozar Spasov, Matthew Ding

