DESIGNER
Ricardo Dzib

ART
Asa Recinos

Okol
INVASION
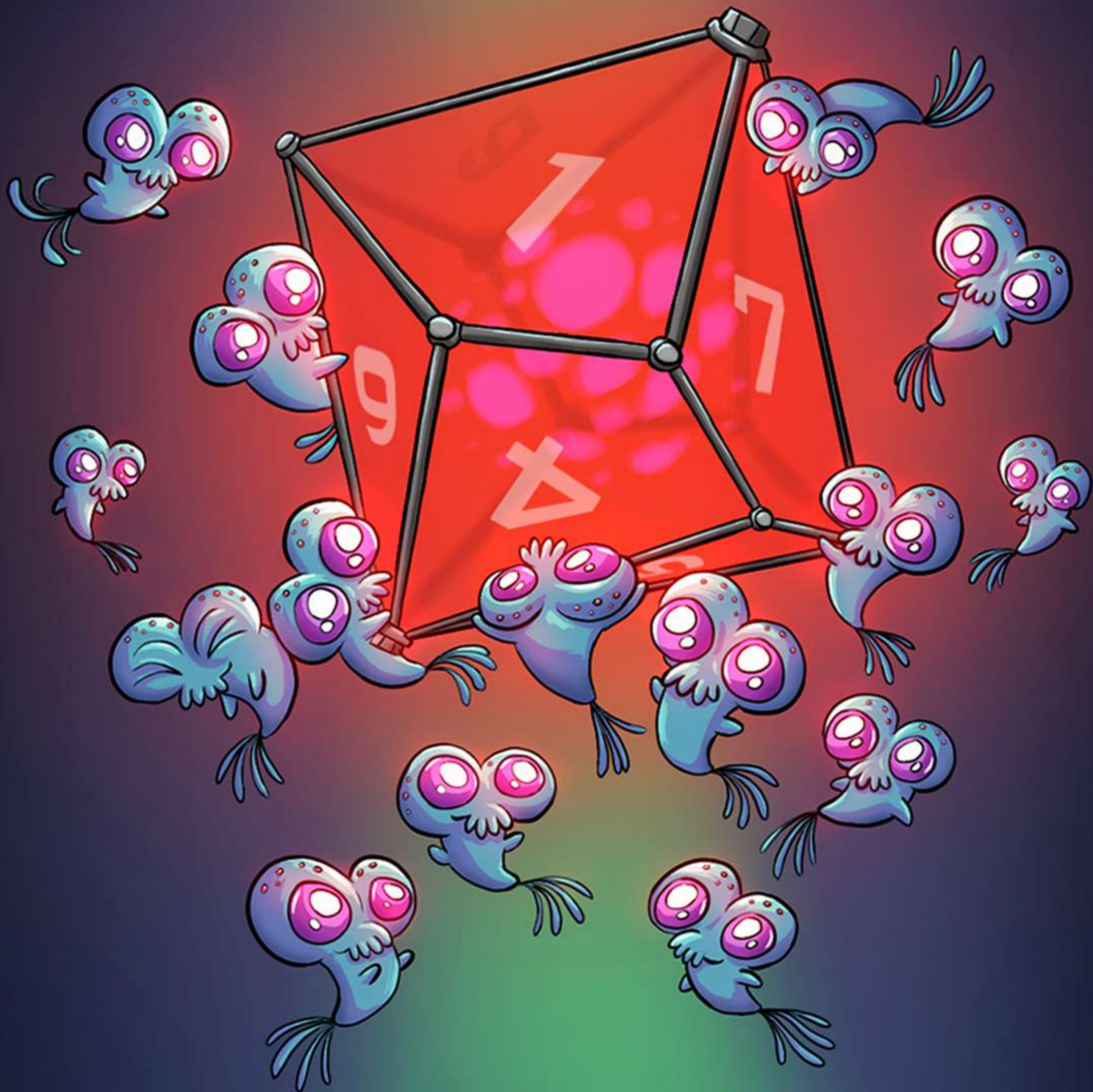
OKOL INVASION

"ROLL, MULTIPLY AND WRITE"
a game by Ricardo Dzib and illustrated by Asa Recinos
edited by Pulprint Games

In Okol Invasion players control an army of space shrimps called 'Okol' who need to extract energy (⚡) from different planets in order to feed the core of their queen 'Redicenth'
Each player will have power according to the core in each turn. Their mission is to increase troops and send them to invade lands in the map by using one of the two cards in their hand.

COMPONENTS

Invasion map(Game sheet)

A deck of cards with purple reverse

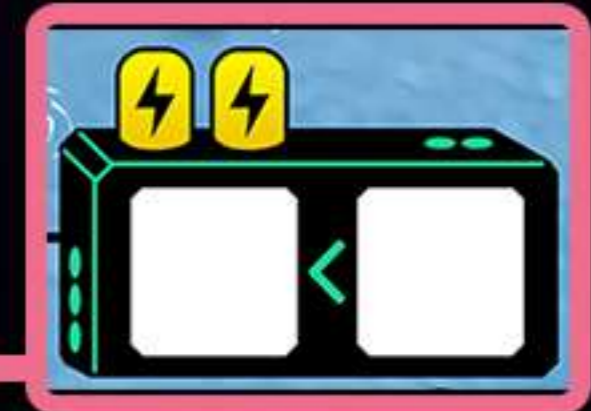A deck of cards with blue reverse

Purple pen

Blue pen

A ten sided dice

GLOSSARY

Square: Space to place your troops.

Land: Group of squares to send troops. It starts from the left initial square and continues with a sequence in order to be correctly conquered..

Greater-than: Indicates that the previous number must be higher than the new number placed.

Less-than: Indicates that the previous number must be lower than the new number placed.

Equals: The following number in the sequence must be the same as the previous one.

Uneven: The following number in the sequence must be uneven as the previous one.

Even: The following number in the sequence must be even as the previous one.

Greater-than or equal: The result of the addition or subtraction must be greater-than or equal to the stated number.

Less-than or equal: The result of the addition or subtraction must be less-than or equal to the stated number.

Indicate that these squares will be filled with numbers of the players' choice.(p. 5)
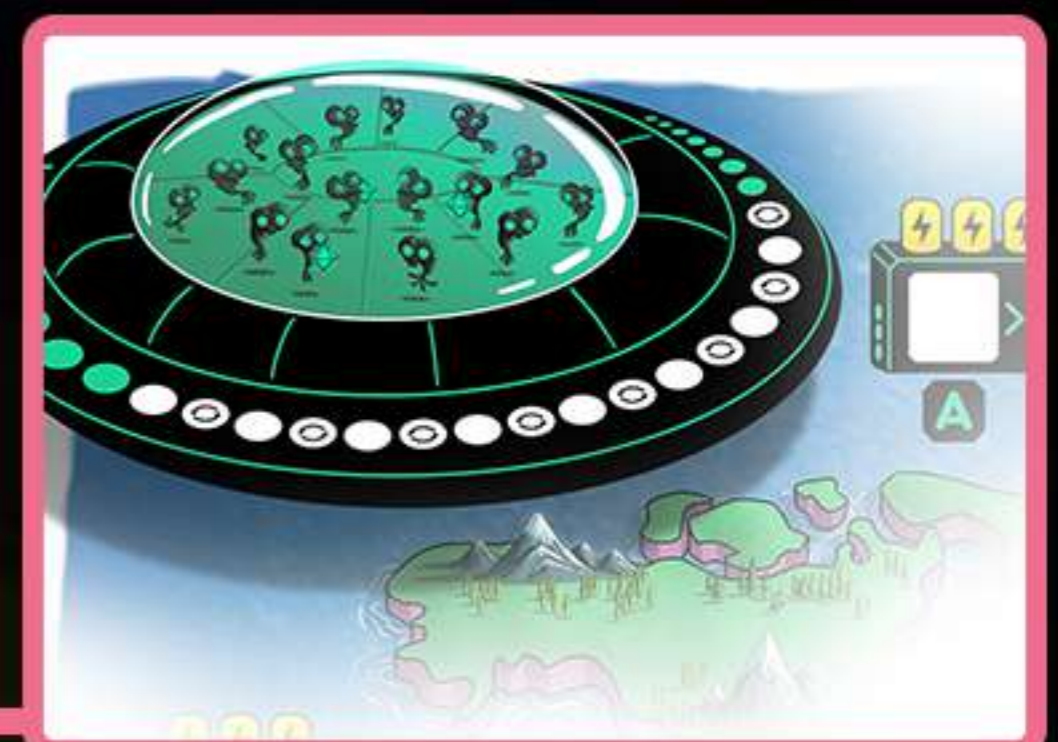
A
B

Energy: victory points earned by conquering an area or zone.

Zone: set of areas of the same color.

Power Tokens: Skills you can get and use through the game.

Turn track: Specific area to track the end of both players' turn.

OVERVIEW

Each land in the map demands a different amount of troops to be fully conquered, starting with the number of troops the player sends and continuing with an increasing(<), decreasing(>), equal(=), even(●) or uneven(⁝) sequence according to the area. By conquering a land, the player will obtain an amount of energy (🐦). At the end of the game, the player who has conquered most of certain zones of the map will gain extra energy, and the player who has provided the most energy to the core will win the match!

SETUP

Choose the starter player. It can be someone who has seen an UFO documentary recently or you can choose any other funny condition.

Place the game sheet between both players. The first player will write a number of his choice greater than **60** but less than **80** and write it in the square with an A, and the second player will choose a number greater than **15** but less than **30** to write in the square with a B. These numbers will be neutral, so it is recommended to use a different color than the players or write each digit of the number with a different color than the players.

Each player will have a pencil and a deck of cards of any color. Both players Will shuffle their deck and then they must draw two cards.

SEQUENCE OF PLAY

In Okol Invasion, each round lasts **16** turns per player. Each turn players must:

1.Activate the core: (Only if you are the starter), take the **10**-sided die and roll it (both players use the same result).

2.Multiply your troops: Choose one of your cards, play it and make a multiplication with the die score.

3.Invade a land: With the result of your multiplication, select a square of the land you want to invade and write it down. It can be a left initial square or another square that continues a sequence.

4.Activate power token: If you have a power token, you can activate one per turn before multiplying your troops or invading other lands, according to the effect of the token.

5.Reload: Your turn ends when you write down the number in a square, then draw a card from the deck. Now, the next player's turn starts. If there are no more cards to draw from your deck, take all from the discard pile, shuffle them and draw one card.

6.Write down your turn: When both players finish their turn, the starting player will mark an X on the turn track on the game sheet, and when you mark a square on the track with a change symbol (⊚) it indicates that in the next turn you will no longer be a starting player.

POWER TOKEN

Located in the game sheet, these are extra skills that will help you through your invasion process. To acquire them, you need to write a number in the square that has a power token under it. When you place a number, that power token will be yours and you can use it before using a card or after multiplying your troops, it depends on the power token.
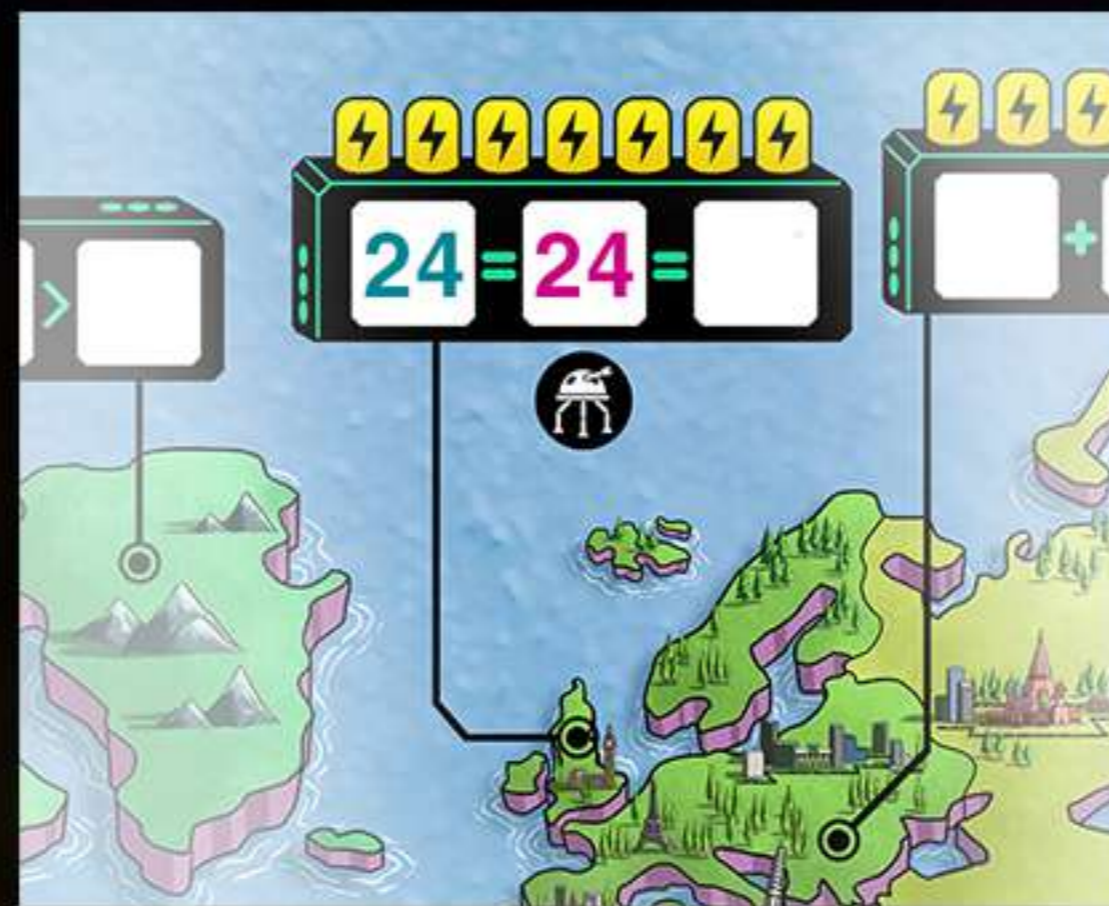
For example: Purple player has placed a number according to the sequence of Europe. Under the square is a power token called " Turret installation " so Purple player can activate it in a future turn.

You can find the following power token in the map:

Core manipulation: This can be activated before playing a card and allows you to add or decrease **1** or **2** digits to the die. If you are the starter, this change also applies to your rival's turn.

POWER TOKEN

Turret installation: This can be activated after multiplying your troops. It allows you to increase or decrease from **1** to **5** digits the result of the multiplication.

Air strike: This can be activated after multiplying your troops. It allows you to increase or decrease from **1** to **10** digits the result of the multiplication
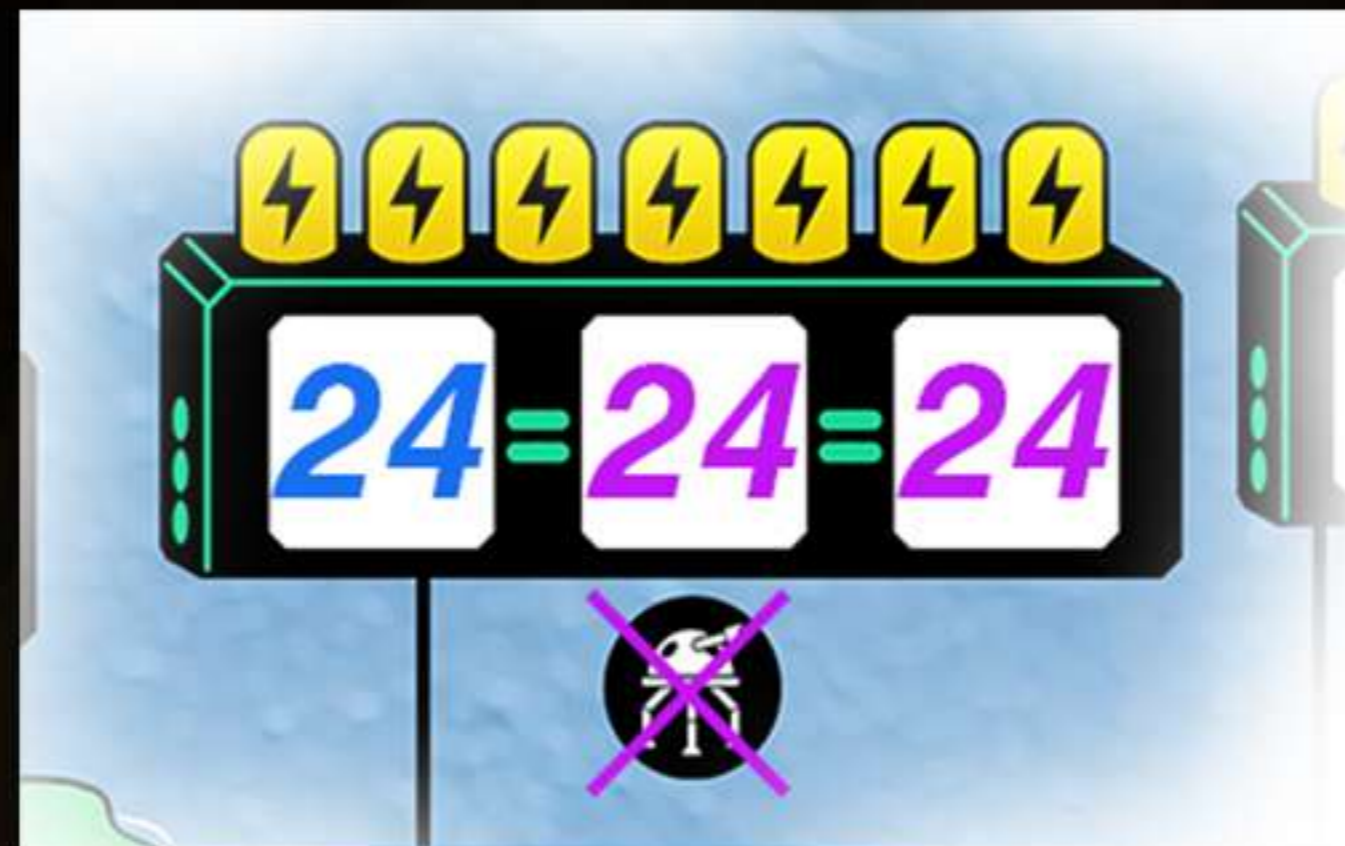
*For example: Purple player, in his fourth turn used the card with number **4**, and the result of the die **5** to have a **20**, however he also activated his power token"Turret installation" in order to increase **4** digits the result of the multiplication and having a **24**. He placed it in the sequence of Europe to conquer the land.*

*Note: You can use only one power token per turn. Put an X in the circle icon when you activate a power token. In addition you cannot increase/decrease a result of **1** o **2** to **10** and viceversa. Also, you cannot increase a result of **9** or **10** to **11** or **12**.*

CONQUER A LAND IN THE MAP

The objective of the game is to get as much energy as possible by conquering lands.
To conquer a land, you will need a correctly and completed sequence and to be the player with more placed numbers in the squares, in order to get the energy points.

For example: Purple player and blue player have completed the sequence, however blue player has placed more squares than purple player, so blue player wins all the energy of the land.

If a land has an incomplete sequence, It will not give points, even if a player possesses more squares than the other.

For example: The purple player has numbers from his color in two of three squares, however, he did not complete the sequence, so he won't get any points at the end of the game by Land Conquest. Likewise, the blue player only placed a number of his color, so he will not get either points for Land Conquest.

CONQUER A LAND IN THE MAP

In case of a tie, players will share the points, rounded down.

For example: Purple player and blue player have completed this sequence, however both have the same amount of squares with their numbers. So they get 2 energy each.

CONQUER A ZONE

At the end of the game, you will get extra energy points if you have more squares with your numbers in the zone. It doesn't matter if the lands in the zone are incomplete. Europe, Asia, Africa and Oceania give you **2** extra energy and America gives **3** extra energy. Each zone is identified with a color. The information related to the score of each zone is located in the bottom left corner in the map.

In case of a tie, players will share the energy points, rounded down.

CONQUER A ZONE
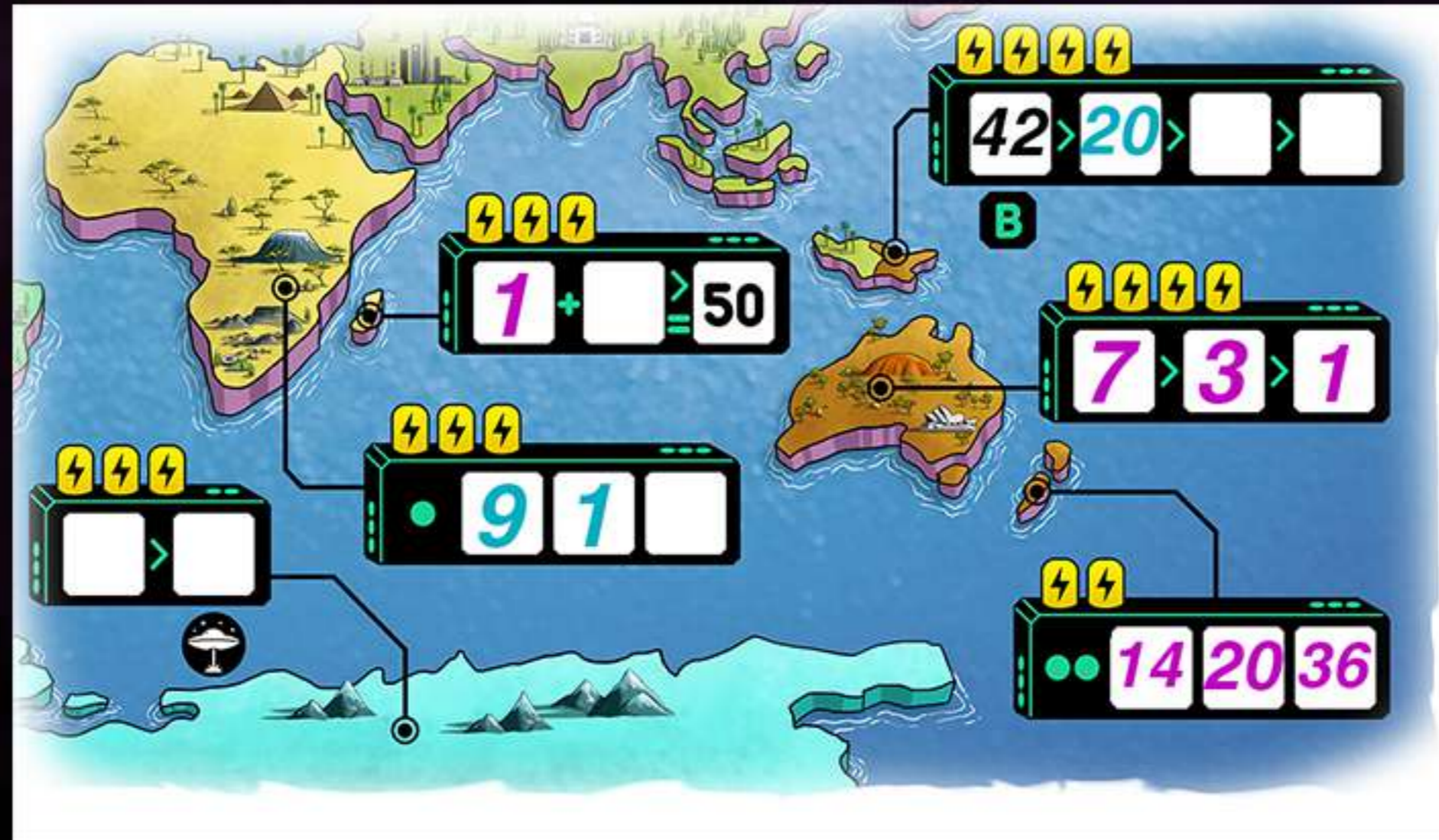
Example: The Blue player will get **2** extra energy points because he has **2** of his numbers in the Africa zone despite not completing the area sequence. Purple player only played **1** square.
However, in the Oceania zone, the purple player completed two lands, so he gets **6** energy points for both and has placed more numbers in the squares of the zone, so he also gets **2** more points.

END GAME

The game will end when the turn **16** square
is marked on the turn track,
at that moment you will count the
energies (victory points) of each player. Considering
the land you have successfully conquered
each, land with ties, **1** point for each
two power tokens that a player has not
used and the zones that each player has
conquered. Land that have not been completed
they won't give any points. Whoever has the most points
energy will win the game!

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