

DRONES

VS

Seagulls

GAME
RULES

A GAME BY DELPHINE ROBERT & LÉO BLANDIN
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THE STORY

"For years, a secret war has been raging between drones and seagulls for the conquest of coastline.

Choose your side and join the fight to conquer the Outposts and control the sky!"



EQUIPMENT



Card strength

Distribution of cards :

| | |
|-------|-------|
| 1 : 2 | 4 : 2 |
| 2 : 3 | 5 : 1 |
| 3 : 3 | |

Number of cards per player

11 seagulls cards.
11 drones cards.
12 tokens Outposts.
1 rules booklet.



GOAL OF THE GAME

Perform combos and take advantage!

The game is played in two winning rounds. The objective is to simultaneously control all seven Outposts or the majority at the end of the game.

Players take turns placing cards of varying strength in front of the various Outposts. They benefit of the power of the Outpost if they take control of it from their opponent.

SOLO CHALLENGES



<https://cutt.ly/lJkgxDw>

Improve your technique
by taking on solo
challenges



SET UP

A Each player takes the eleven cards of his side in his hand.

B Pick seven Outposts tokens at random and arrange them in a line on the playing area, by alternating the Drone sides (red) and the Gull sides (blue).

C The first player is the one with the fewest Outposts.



TURN OF PLAY

1 - Play a card in front of an Outpost token on your playing area. Without a conquest, your turn ends here.

2 - Conquer an enemy Outpost:
If your total strength on the targeted Outpost exceeds the opposing force, you take control of it. Turn it over on your color side and you must apply the indicated power.

3 - Combos :
If the power allows the player to take control of another Outpost, step 2 is repeated until all combos are exhausted. It is possible to lose control of an outpost during your turn. In this case, the opponent takes control without activating the power.

Example:

The "Seagull" player plays a card of strength 5, so he is stronger than the "Drone" of strength 3.



END OF ROUND

If a player controls all seven outposts simultaneously, he wins the round immediately.

When a player puts down his last card without ending the game, he chooses one of the Outpost tokens he controls and sets it aside to prevent his opponent from regaining control. This one makes its last turn, then the controlled Outposts are counted; the one with the most Outposts wins the round.

Example :

The "Drone" player plays his last card, he keeps aside an Outpost token to try to prevent his opponent from having the majority.



The winner of the previous round becomes the first player.



END OF GAME

Once a player has won two rounds, he is declared the winner.

FAQ

ADDING FORCES:

If you have more than one card on an Outpost, the total strength is cumulative (example: if you have a card of value 2 and a card of value 3, your total strength is therefore 5). There is no limit to the number of cards on an Outpost.

EQUALITIES ON AN OUTPOST:

Except with this Outpost:
(read the full effect on page 9)



You must exceed the total value of the opponent's Outpost to conquer it, otherwise it remains under the opponent's control.

You cannot conquer an Outpost if you do not have a card in front of it.

POWERS OF CONQUEST:

Conquest powers only apply if the conquest takes place during your turn.

If your opponent loses one of his Outpost token during his turn, take control of it without explaining the conquest Power.

During your turn, the conquest powers apply immediately after conquering the Outpost. In general, Outposts are conquered sequentially, so the conquest powers are applied one after the other.

In case of simultaneous conquests, the order of resolution of the conquest powers is freely chosen by the active player.

Placing a card on an Outpost you already control is possible, but does not allow you to activate its power.

THEFT OF A CARD:

If you take control of an opponent's card through the effect of a power of conquest, the card passes into your play area and counts as your color.

RESOLUTION OF LOSSES AND CONQUESTS:

The order of resolution is freely chosen by the active player.



OUTPOST TOKENS

The side that controls this token can conquer the opposing outposts by matching the opposing force in presence. Be careful, if the Outpost changes sides, all the Outposts where the forces were equal also change sides.



Turn any opponent's card face down, its strength becomes 1.



If you destroy any enemy's card in play, it will be removed from the game.



Take an opponent's card present on any Outpost token (it passes from your side to the same Outpost, its strength and color become yours).

Example :

Here, the Drone of strength 3 moves to the Seagull side.



Destroy one of your cards on any Outpost to activate its power.



In your playing area, move a card from any Outpost to another.



In the opponent's play area, move a card from any Outpost to another.



Play one more round immediately.



In your playing area, move a set of at least two cards from any Outpost to another.



In the opponent's play area, move a set of at least two cards from any one Outpost to another.

Example :

Here, the Seagull player decides to move only his cards of strength and 3 to keep the majority.



Swap two of your
opponent's cards.



Swap two of
your cards.



Example :

Here, the Drone player places a force 1 card to swap his force 4 and 2 cards, for winning the "Replay" Outpost and keeping the majority on the "Equality" Outpost.



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TRACABILITY FOR 1.000 GAMES



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TO DONATE 1% PER BOX
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**NATUR'
ACTION**

GAME HELP

Conquest in case of a
equality, valid for
all other outposts.



Turn over an oppo-
nent's card face
down, its strength
becomes equal to 1.

Destroy an
opponent's
card.



Take an opponent's card
present in front of any
Outpost.
*(It passes to your side and
becomes yours).*

Destroy one of your
cards and then copy
the power of
the Outpost where
it was.



Move a card of the
indicated color.

Play immediatly
another turn.



Move a set of cards
of the indicated
color.

Swap two cards
of the indicated
color.



For your first few games, we recommend that you use this
configuration in the order of your choice.

