

Democracy in Space

Play online: https://game.ywesee.com/parados/democracy_en.html

Get the Parados app:

iOS / Mac: <https://apps.apple.com/us/app/parados/id6760842713>

Android: <https://play.google.com/store/apps/details?id=com.ywesee.parados>

Windows: <https://apps.microsoft.com/detail/9N7RTWZQQ0K7>

DEMOCRACY IN SPACE — Rules

Setup

Each player has 12 satellites (values 1–4, 3 of each). Player 1 (red) places on the North and South rim, Player 2 (blue) on the East and West rim. 6 satellites each go randomly on the middle 6 cells of each rim. Values 1 and 2 are shifted one cell inward.

Movement (Rule 5)

Satellites move in 8 directions. They can jump over others, but not onto occupied cells. **Normal move:** up to [value] cells. **Connection move:** exactly [value] cells.

Connections (Rules 4, 10)

Orthogonally adjacent satellites of different colors are ALWAYS connected and locked.

Rim Rule (Rule 4)

Connections are only allowed once at least one rim is completely free of satellites.

Colonies (Rules 6–8)

3+ connected satellites = colony. Higher total value controls. Max 6 per colony (crowned). Two colonies can never merge.

Rule 11 — Displacement

You may place your satellite next to one of your own connected satellites — even if an unconnected opposing satellite stands there that could extend a colony (3+). In that case you displace the opposing satellite to a free cell (max 2 cells, straight line) and take its place.

Orange-highlighted cells show displacement opportunities.

Rule 12

Two connected satellites of the same color may not be orthogonally adjacent.

End Game (Rules 13–14)

When a player has all 12 connected -> the other gets 3 extra moves. Instant end when 23 satellites are connected.

Scoring (Rules 15–16)

Most colonies controlled wins. Tiebreak: whoever controls the colony with the lowest total value.

All game rules as PDF

GitHub: <https://github.com/zdavatz/parados/tree/main/docs/rules>

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