



The objective of the game is to effectively make connections with as many locations worldwide as you can within the limit of 25 CQ calls. Each successful CQ call results in the claiming of continental areas.

Game Setup:

1. Begin by shading a group of 3 squares together, marking your starting location on the map.
2. Calculate your Solar Flux Index (SFI). Roll two dice and multiply the result by 33. Record this value in the designated SFI box on your sheet.
3. Determine your K value. Roll two dice and record the total in the corresponding box on your sheet.

Initiating a CQ Call:

1. To initiate a CQ call, roll a single die and use the result to select a target shape from your sheet. Select an area on the world map where you intend to place the shape.
2. Draw a line from your intended target shape's placement back to your starting location on the map.
3. Count the number of hexagons you pass through, including the one containing your starting location.
4. If the ratio of SFI to distance squared is greater than your K value, your CQ call is successful, and you can shade in the target area on the world map.

After a successful CQ call, mark off a square in the Call Log and place a "1" above it for scoring purposes. If a CQ call is unsuccessful, simply mark off the corresponding square in the Call Log.

Call Log Symbols:

When encountering symbols in the Call Log, take the following actions before attempting another CQ call:

- [TICK]: Roll two dice and select two larger target areas to be immediately placed and shaded on the map.
- [THUNDER]: A thunderstorm near your next target location. Roll one die to determine if a static crash affects your next turn. A static crash results in a temporary increase of +5 to your K value for one turn.
- [SOLAR FLARE]: Recalculate your SFI and K values. Cross out previous values and fill out the next row using the same calculation method as before.

