

ESCAPE FROM SECTOR 216

BY KADMOS2

PLAYERS: 1 - 3

TIME: ABOUT 60-90 MINUTES

INTRODUCTION

Your intergalactic travels with your fellow Cosmonauts are going swimmingly, when you enter a seldom explored and poorly understood sector of the cosmos, Sector 216. You feel your energy plummet as your ship slows to a stop.

'Captain', your science officer (or that part of your mind you call your space officer) reports, 'we have entered into a time loop; unless we escape this anomaly, we will be forever trapped in stasis, forced to incessantly relive the past two hours.'

Several crew members look at each other uneasily, considering their most recent activities.

'However, with our collaborative powers of mind, we may be able to use the techniques of the Ancient Codex of the 'Ehyobexh. These contemplative practices were used by this order of ancient adepts in order to escape various aberrations of time and space, used in failed attempts to imprison them by the cosmic archons.'

'Hey, maybe one of these archons is responsible for this anomaly,' proposes a young cadet, enthusiastically.

You all shrug.

ESCAPE CRITERIA

In order to escape SECTOR 216 (and end the game), two conditions must be met:

- A) Move your ship **7** total hexes away from the start hex.
- B) Create at least three **TRIADS** (see p.4).

The player loses if all tiles are drawn, and these criteria are not fulfilled.

MATERIALS

INCLUDED AS PDF FILES:

- HEX PIECES (included in this document, best printed on card stock) consisting of:
 - 1 **START TILE** (p.3)
 - 31 **STAR SYSTEM TILES** (see **TILES**, p.3)
 - 9 **OPTIONAL TILES** (3 **WORLD EATER** tiles, 3 **DIMENSIONAL GATE** tiles, 3 **TEST OF THE COSMOS** tiles - see p.7)
 - 6 blank tiles (for custom use)
- **RULE BOOKLET**
- **RULES SUMMARY**
- **SHIP LOG** [each player will need a copy]

NOT INCLUDED:

- Something to write with
- Ship token(s) - A clear disc would be ideal, but a small coin or stone, could also be used. Alternatively, we recommend a token ruthlessly cannibalized from another game.

SOLO VERSUS MULTIPLAYER

'I'm sick of trailing these insipid meatsacks; let us bring annihilation upon them and choose our own way,' declared Mn`nk, its two pairs of mandibles chittering away.

'Thank you, Mn`nk, but I have long considered our situation. We need to watch them and learn from their failures if we are to escape.' Overlord Hk`jk responded calmly but firmly, its composite eyes trained on the ambitious lieutenant. 'Realize that you are not the only one with a brood of thousands waiting at the hive.'

'If I might be so bold, Overlord,' It was the ship's larval custodian, Hl`bk, kneeling before Hk`jk's station. 'This sector is known for the presence of galactic monstrosities able to consume entire star systems; perhaps an opportunity might arise in which we could maneuver our adversaries towards one.'

'I like it - we find the key to our escape, then send the Alliance's lackeys to be digested within the guts of a world eater. Kh`fk, send out additional galactic sensor probes.' The giant arthropods buzzed their wings in excitement - all except for Mn`nk, who glared furiously at the custodian upstart.

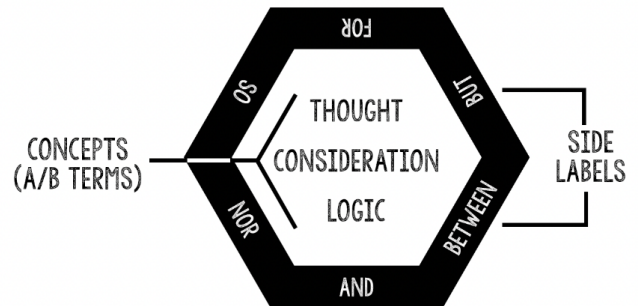
The solo player version has more of a contemplative feel to it, while there is more tension in the multiplayer game, which can be played cooperatively or competitively.

TILES

STAR SYSTEM TILES

Each star system tile has a few pieces of information.

CONCEPTS: Three concepts associated with each star system. These are used as A or B terms in the process of **PATHWAY** generation (p.5)



SIDE LABEL: Each side is labeled with a word that designates the **PATHWAY TYPE** (a coordinating conjunction). The meaning of each side label is explained in the **PATHWAYS** section below (p.5).

GAMEPLAY **SETUP**

Get out your pen and paper. At the top of your **SHIP LOG**, record the name of your ship, and the date - this a log after all. For the name of the ship, include one primary concept or adjective; abstract terms tend to work better for this (e.g., the BVG-1-CHTHONIC, the S.S. ESOTERIC). [‘Why?’ you ask. Read ahead about **SUPER HYPERJUMP WARPDRIVE** (p.6).]



Find the **START TILE** [dark in the middle; shown on the right] and place it face up before you. Place your ship token on this tile.

If you are **NOT** playing with optional rules, separate the nine **WORLD EATER**, **DIMENSIONAL GATE**, and **TEST OF THE COSMOS** tiles and put them aside. Put the remaining tiles in piles or columns facedown, or in a grab bag so that the text is not visible.

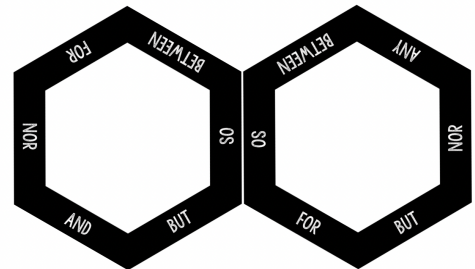
Keep the **RULES SUMMARY** handy for further reference.

FOLLOWING TURNS

Each subsequent turn includes the following phases:

- 1) **DRAW** - Draw a random tile. If you are playing with optional rules, and draw a **WORLD EATER**, **DIMENSIONAL GATE**, or **TEST OF THE COSMOS** tile, play according to 'OPTIONAL TILE RULES' below, then DRAW ANOTHER TILE. If not, place it in a **DISCARD PILE** and then DRAW ANOTHER TILE.

- 2) **PLACE TILE** - If you do not draw an optional tile, place the drawn tile along a previously placed tile so that the labels on the hex sides match. The 'ANY' label is a 'wild card' and can be used to match any other side label.



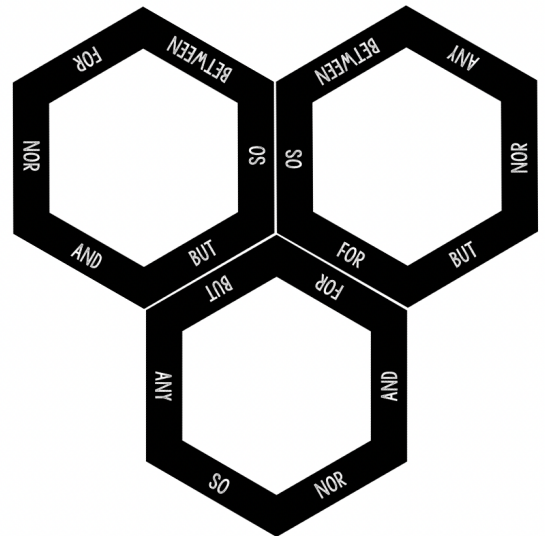
TRIADS

Note that it is possible to have three tiles placed in triangular fashion IF ALL SETS OF SIDE LABELS MATCH. This is called a **TRIAD**.

To fulfill the end game requirement of having three TRIADS, only the tile arrangement is needed - you do NOT have to create PATHWAYS between any of the three hexes unless your SHIP is traveling between them.

When you form a TRIAD, fill in one of the triangles on your SHIP LOG.

TRIADS including the start tile do **NOT** count towards the victory criteria.



- 3) **CREATE PATHWAY/MOVE SHIP** - You may move your ship up to one hex each turn. In order to move your ship, you must create a cognitive **PATHWAY** between your current position and the adjacent star system you want to move to. You create a **PATHWAY** this by coming up with an **X-TERM** using the matching terms of the boundary you wish to cross. If you cannot come up with an X-TERM, your ship remains where it is.

When you find this X term, write the turn number, side label/pathway type used, and the A, B, and X terms.

EXAMPLE:

Turn #	PATHWAY TYPE	A TERM	B TERM	X TERM
1	AND	HAPPINESS	SUFFERING	SCHADENFREUDE

You may elect to not create a pathway and to leave your ship where it is.

PATHWAYS

Each **PATHWAY** is a different way of moving between Star Systems. There are seven different **PATHWAY TYPES** that help determine each **PATHWAY**.

Here are the different **PATHWAY TYPES** as determined by **SIDE LABELS**, with examples. In all the descriptions below, 'A' refers to any one **CONCEPT** from the hex you are moving from, and 'B' refers to any one **CONCEPT** from the hex you are moving to. The **X TERM** is what you must come up with to complete the **PATHWAY** and move your ship.

AND - a pathway of UNION.
 X is a Synthesis of A and B.
 Ex: CALCULATION is a synthesis of NUMBER AND MANIPULATION.

SO - a pathway of RESULTS.
 X is a Consequence of A and B.
 Ex: RETREAT is a consequence of DEFEAT and ACKNOWLEDGEMENT.

NOR - a pathway of REJECTION.
 X is Neither A Nor B.
 Ex: INTIMACY is neither FRIVOLITY nor DEVOTION.

FOR - a pathway of ORIGINS.
 X is a Reason or Cause of A and B.
 Ex: IGNORANCE is a cause of SUFFERING and FAILURE.

BETWEEN - a pathway of LIMINALITY.
 X is a State in between A and B.
 Ex: ANNOYANCE is a State in between PAIN and DISTASTE.

BUT - a pathway of DISCRIMINATION.
 X Distinguishes A from B.
 Ex: SOPHISTICATION distinguishes SATIRE from IMITATION.

ANY - a pathway of OPENNESS.
 Use any of the other pathways described above to determine an X for this pathway.

If you have inadvertently used any CONCEPT as an X term for another PATHWAY, you may **NOT** use it again. In other words, you come up with 'FOOLISHNESS' as an X-TERM. If you then draw a tile with the Concept 'FOOLISHNESS', you may not use it as an A or B term for another PATHWAY.

If you move into a hex that another player has used, you must choose a PATHWAY using a different CONCEPT. You may not use the same A TERM or B TERM as that player.

If you make a subsequent PATHWAY from the same tile, you **MUST** use the same CONCEPT that you selected on 'traveling' to that hex as term A or B, as recorded on your Log. In most cases, you will have chosen the A TERM because it will be the B TERM from your last move. In other words, the CONCEPT you use to move into a hex must be used for all moves into or out of it for your ship.

How does one know if X is the right term for a legitimate pathway? That is left to the player.

Abstract single-word terms are ideal, but if you have representative individuals/events/beings in mind, representative experiences in your past, or imagery (sketch on your log), these can work, too. Just remember to log whatever it is you use.

Of course you could just write down any random term or non sequitur, but your ship's bartender reminds you of the attendant impacts on crew morale and your conscience that would follow, should you engage in such a strategy of moral failure, as it pours you your favorite drink.

SUPER HYPERJUMP WARPDRIVE

This is **NOT** a tile, but a special way of moving. On one turn only, instead of the usual mechanism of movement, a PATHWAY may be crossed using the 'AND' term using the name of your ship as a substitute for either the A TERM or B TERM, essentially using your ship name as one of the CONCEPTS to form a PATHWAY.

EXAMPLE. You are traveling on S.S. AGONY and find that you must move from an hex with an A-TERM of TIMING and a B-TERM of BASKETRY, linked by the SIDE LABEL **AND**. Stumped in creating a PATHWAY, you use your WARPDRIVE and log the following:

Turn #	PATHWAY TYPE	A TERM	B TERM	X TERM
<i>4</i>	<i>AND</i>	<i>TIMING</i>	<i>AGONY</i>	<i>HILARITY</i>

OPTIONAL TILES

***NOTE: If you draw an OPTIONAL TILE on the first turn, **IGNORE** it and put it in the DISCARD PILE.

WORLD EATER TILES

A colossal World Eater has appeared, and the ship's engineers have misplaced their Glow Sticks of Banishment. Utter uselessness. You shake your head as one of the star systems nearby disappears into its galactice maw, along with all memories of this system. It simply no longer exists.

When this tile is drawn, pick any 'end' tile and place it in the DISCARD PILE- any non-start tile attached to only one other tile). Cross out all associated cognitive pathways from your log, and write 'WORLD EATER'. If your ship was on this tile, move your ship to an adjacent tile. Place the WORLD EATER tile in the DISCARD PILE.

DIMENSIONAL GATE TILE

You have found a dimensional gate sent back to you by your future selves, who have already escaped the sector.

You may place your next tile and move your ship to it without constructing a PATHWAY to it. Record it in your log as 'DIMENSIONAL GATE', then place this tile in the DISCARD PILE.

TEST OF THE COSMOS TILES

A higher-level consciousness, bemused by your activities, presents you with a challenge.

Pick any end tile [any non-start tile attached to only one other tile] and move it to the nearest available matching side. You must now create a new cognitive link, whether or not your ship is there, or else your ship is moved back to the starting hex.

SCORING

Scoring is determined by adding up the following for each player:

MEET VICTORY CRITERIA: 9 points

PATHWAYS: 1 point per pathway

NUMBER OF DIFFERENT PATHWAY TYPES (not including ANY):

1 point for 4 types

3 points for 5 types

9 points for all 6 types

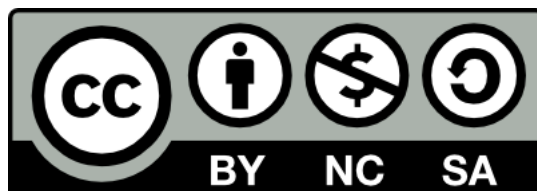
TRIADS: 3 points for each triad formed

The highest score wins.

ADDITIONAL OPTIONAL ACTIVITIES

- A) **SYMBOL CREATION:** Map out the course of your ship with a geometric line diagram. Employ this as a symbol of intent, letterhead logo, and so on.
- B) **CUSTOM TILES:** Create your own hexes with terms of your own choosing, using the blank tiles provided in the PDF - just remember to use only three **CONCEPTS** per hex that are not already in play.
- C) **GRAND SYNTHESIS:** Come up with a single word to comprehensively illustrate or embody the combination of X-terms you have come up with. Whisper this word as you pass people on the street, et cetera.

A secret bonus tile is available to all those intrepid explorers who know where to look.



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