ESCAPE FROM SECTOR 216

RULES SUMMARY

GAMEPLAY
1) DRAW A TILE
2) PLACE A TILE
3) CREATE PATHWAY
4) MOVE SHIP ONE HEX

PATHWAY TYPES
AND: X IS THE SYNTHESIS OF A AND B.
NOR: X IS NEITHER A NOR B, BUT IS RELATED TO BOTH.
BETWEEN: X IS THE STATE BETWEEN A AND B.
SO: X IS THE CONSEQUENCE OF A AND B.
FOR: X IS THE CAUSE OF/REASON FOR A AND B.
BUT: X IS WHAT DISTINGUISHES A FROM B.
ANY: USE ANY ABOVE PATHWAY TO DETERMINE X.

OPTIONAL TILES

WORLD EATER: DISCARD ANY END TILE. MOVE SHIP ONE HEX IF NEEDED (IGNORE IF NO END TILES).

DIMENSIONAL GATE: PLACE YOUR NEXT TILE AND MOVE YOUR SHIP THERE WITHOUT AN X TERM.

TEST OF THE COSMOS: PICK ANY END TILE AND MOVE IT TO NEXT MATCHING SITE. FIND X OR PUT SHIP BACK TO START (IGNORE IF NO END TILES).

SUPER HYPERJUMP WARPDRIVE (ONCE): USE YOUR SHIP NAME AS A CONCEPT (A OR B) – YOU MAY USE THE 'AND' PATHWAY IN PLACE OF ANY OTHER PATHWAY TYPE.