

X-CommComm

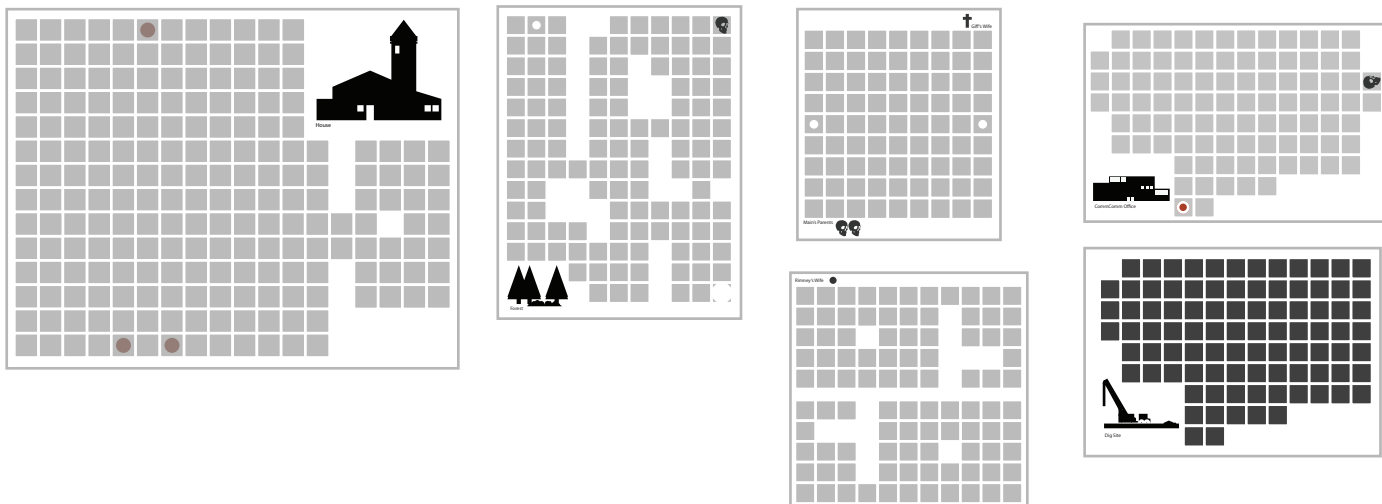
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The Game!

Setup

- Players split up into a team of 2 and a team of 1. The team of 1 plays the part of Rimney and the team of 2 players the part of Giff and Main.
- The two player team receives two blue character pieces while the other team of one receives one black character piece.
- The boards are arranged arbitrarily. The Dig site and Commcomm Office should be set up near each other.
- Each team takes 8 points to allocate among their characters for health or movement. For every point of movement that is given to a character, they may move one space per turn - for every point of health that is given, the player has one more health. Each character must have at least one point of health and one movement point. These attributes apply throughout the game's scenarios.
- The Giff and Main players each draw 2 cards, while the Rimney player draws four.



General Gameplay:

- The game is split up into separate scenarios in which both teams have a specific goal.
- The team that achieves their goal first or most completely in the scenario wins that round and receives a "soul token".

Scenario 1

With CommComm developing a tank, Rimney and a contractor are digging in the office closet. Giff and Main are in the back by the food table. The down searching for the source of the odor.

Placement:
Rimney: Dig Site
Giff: CommComm
Main: CommComm

Objective:
Rimney: Find the buried body
Giff&Main: Stop Rimney from finding the body.

Setup:
Rimney: Find the buried body
Giff&Main: Stop Rimney from finding the body.

Play:
Rimney must find the body before Giff&Main players set up the board pieces, and the red dot piece in the office closet.

Legend:
● = Pit -1 Health
● = If the red piece is found, but immediately before it is played out.

Scenario 2

A tank small fills the office throughout the dig in the office closet. Giff and Main give a PR treatment and killing of beavers because the Rimney is in the back by the food table. The down searching for the source of the odor.

Initial Placement:
Rimney: CommComm
Giff: CommComm
Main: CommComm

Objective:
Rimney: Get to the Body in the closet before Giff&Main: Get to the body in the closet before the tank is filled.

Setup:
The corpse is placed in the closet space on placed on the side of the office opposite the tank.

Play:
The players must get to the corpse first, and Main team must get both characters to the closet before the tank is filled.

Legend:
● = If the red space is landed on, then played out immediately before it is played out.

Scenario 3

Having knowledge of the odor-causing body, Main and Rimney drive out to the forest in search of the body.

Initial Placement:
Rimney: Forest Road
Giff: CommComm
Main: Forest Road

Objective:
Rimney: Bury the body at the location marked Giff&Main: Hinder or halt Rimney in his attempt to bury the body.

Setup:
Main and Rimney are placed as a single double character piece at the beginning of the board.

Play:
Main and Rimney are together and must move away from the dig site. If the scenario goes 15 turns, then Rimney loses and the other two players may move the double character piece, move it one space.

Legend:
● = If the red space is landed on, then the narrative is to be played out immediately.

Scenario 4

Having been murdered by Rimney in his fear of being caught with the corpse, Giff and Main come to terms with death, life, religion, and consciousness. As a final act before their departure, Giff and Main attempt to punish and take revenge on Rimney as he retaliates as well.

Initial Placement:
Rimney: Main's House
Giff: Main's House
Main: Main's House

Objective:
Rimney: Disappear the souls of both Giff and Main
Giff&Main: Kill Rimney

Setup:
The players must calculate their tokens and acknowledge which attacks are valid and which are not with their final actions cards in front of them. Rimney and Giff&Main are placed across the board from each other on the marked spaces. Both teams get 25 stat points to allocate between their characters. Points can be allocated to movement or health in any way.

Play:
Players take turns moving and making actions with their characters. The actions that can be made are detailed on each team's Final Battle card. The team that is left standing in the end wins. All normal actions, as well as the actions on the card, may be used at any point during movement (ie. move, action, move). Each character only gets one action per turn. If a player is knocked off of the edge of the playing field, they lose 2 health and are returned to their side of the board.

Main's Parents

Latvians murder Main's parents as they stand out on the front porch of their house. They live on in their home, ignorant of their own death as Main hopes to spend more time with them.

Objective:
Play as the Latvian killers and murder the parents.

Setup:
Both teams get a piece that will fight to the end. Place each piece on either side of the board on the white starting spot.

Play:
Every turn within 4 spaces of the opponent, a D4 die is rolled to determine if the player may be pushed. A player may be pushed if the distance between the two is less than the rolled number. The distance pushed is determined by another D4 die roll. If a player hits a barrier that had been placed, the player stops and the barrier disappears. The team whose character is pushed off the edge first loses.

Main's Wife

D4 die roll to determine if player may be pushed. If player is pushed off the edge, barrier disappears. The team whose character is pushed off the edge first loses.

Rimney's Wife

5x object pieces first wins.

● = Object

Subnarrative Scenario cards that give rules etc for the subnarrative scenarios

Scenario Packet that details what happens and what the goals/rules are in each scenario

During a Scenario:

- Teams take turns taking actions and moving their characters.
- A character can only be moved as many spaces as movement points were allocated.
- As well as moving during a turn, actions may be taken as well AFTER movement. Actions that may be taken:
 - Use a card in a player's hand (two cards may not be played from the same player's hand in one turn on the Giff and Main team)
 - A barrier may be placed
 - A barrier of the opposing team may be removed.
- Health is restored completely at the beginning of a new scenario
- Every time a card is used, another is drawn.
- The winning team of a Scenario receives a soul token.
- In the three main scenarios, three subnarrative scenarios may be transferred to, which follow these same rules.
- In a scenario, both Giff and Main will be moved and an action will be taken for each of them. Their disadvantage is that they have less movement and health points per player.

As well as these rules, the rules on each specific scenario card apply and must be followed as well.

Scenario I → Scenario II → Scenario III → Final

↑ ↓
Giff's Wife
Subnarrative

↑ ↓
Rimney's Wife
Subnarrative

↑ ↓
Main's Parents
Subnarrative

During the Final Scenario:

- Before the Final Scenario, movement and health points must be reallocated. Each team gets 25 points to divide among their characters
- For every soul token awarded throughout the games, each team and character is able to use another kind of power from the appropriate Final Scenario card.
- The previous actions scenario rules apply, as well as any additional actions awarded by the soul tokens.
- The winning team of the game is decided by whichever team is left standing at the end of the final scenario.

Character pieces:



Rimney Character - Controlled by the 1 player team in sub and main timelines



Giff/main Character (must be labeled) - Controlled by the two player team in sub and main timelines



Double Character - Controlled by both the Main and Rimney character in the second scenario and used to represent a merged character in the final battle.



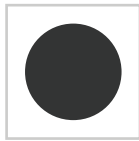
Final Battle Scenario Action Cards: Details the possible extra actions that a character can make during the final confrontation.

Game pieces:

Tokens are used throughout the game for players to flip and use in various ways. After a token has been flipped, it is to be removed from the game board, unless otherwise stated.



Soul Token - collected by the winning team of a scenario throughout the game and allow for an advantage during the final battle scenario



Pit/Object Token - Represents a pit in the first scenario. Represents an object in the Rimney's Wife subnarrative scenario.



Heart Token - Represents health in the first scenario. If Rimney picks it up, he receives +1 health.



Blank Token - Hidden among the other pieces as a dummy - nothing happens when this is found.



Corpse token - represents the corpse that Rimney must dig up in the first scenario.



Barriers - Barriers that either team may place as an action. Rimney's are red and Giff/Main's are blue. A character is only blocked by an opposing barrier unless otherwise stated (ie Rimney character can move through red barriers)



Subnarrative Scenario Shift token - Used in the First Scenario - when found, the players and gameplayer are moved to the appropriate subnarrative scenario.

Cards:



-Using Cards are used as an action.

-Once a card is used, another must be drawn, so the Giff and Main -players will always have two cards each while the Rimney character will have four.

-Once a card is used, it is placed on the bottom of the pile.

-Cards may be used defensively or offensively and may be used on the player's own character or one of the opponent's characters, or simply used to influence the playing field.

List of Game Pieces:

30x cards

3x Subnarrative Cards

2x Final Scenario Action Cards

2x Scenario Packets

8x Soul Tokens

2x Skull/Corpse Tokens

18x Pit/Object tokens

11x Blank tokens

4x Heart tokens

1x Memory

16x each Red/Blue Barriers

3x Blue person token

2x Black person token

1x Double blue person

2x Balls

Narrative Frame:

Giff, Rimney, and the Main character all work for a communications company involved with the airforce. They've recently broken ground on building a new office near their current building. While working at the dig site, a corpse is found among the rubble. Main and Rimney must work to keep this secret from the rest of the office, including Giff, for fear that it will halt production on their new building. Rimney becomes the mastermind behind dilemma and works his hardest to keep it hidden. Amid the crisis, the characters struggle with personal problems between family members and try to keep their lives together in more ways than one. In some ways they succeed, and in others they fail horribly.