

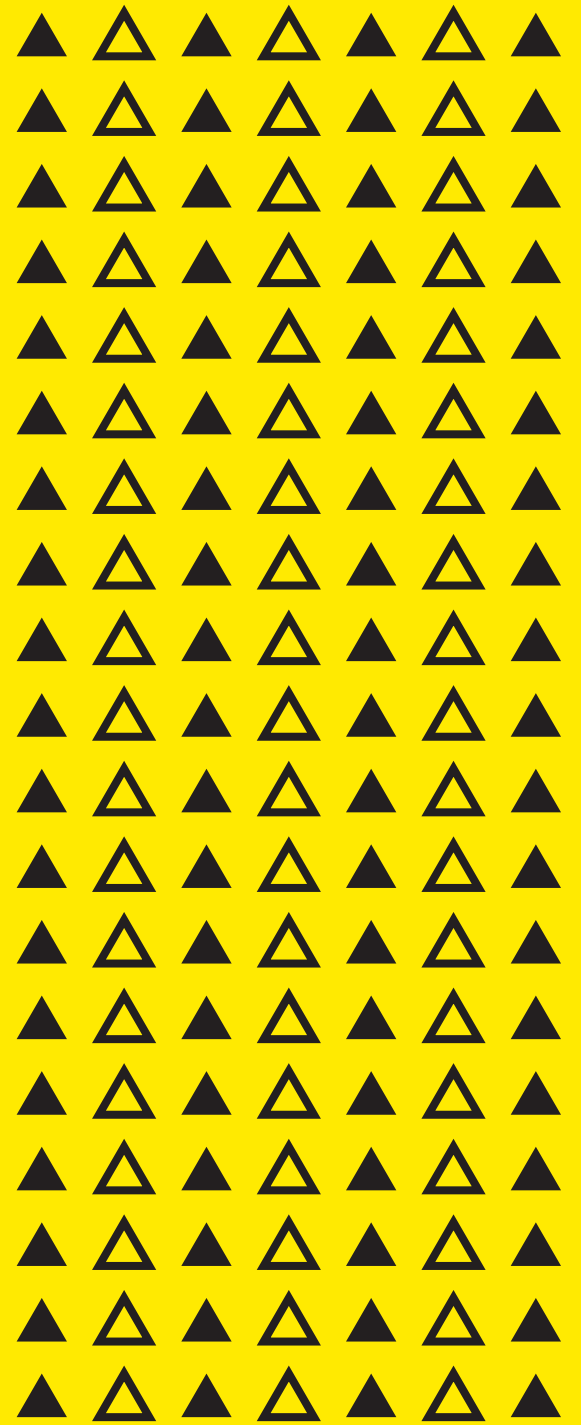
S

P



C

E



P

S

SPACE

Welcome to Space.

Space is a reconceptualized twist on the traditional game of checkers where the winner of this game will be the one most willing to get up-close and personal. Some elements of the game might remain familiar to you, while other components are new.

RULES

INTRO

ABOUT

CREATED BY
CAROLINE PARK

C

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SPACE

P L
PIECES
A Y

2 pencils

2 questionnaire notebooks

12 yellow pyramid pieces

12 white pyramid pieces

1 numbered gameboard

SPACE

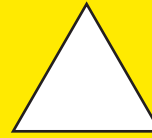
2 PLAYERS REQUIRED

For the set up of this game, proceed as you would to begin a game of checkers. Each player picks either the yellow or white team. At both ends of the gameboard, place the provided 12 pyramids along the first two rows in each corresponding colored triangle. White pyramids should be placed in triangles numbered 1 through 24 while the yellow should be placed in triangles numbered 1 through 23.

Both players should then take 3 minutes to discreetly write as many demands of truths or dares that he or she would like to ask the opponent in the provided notebooks.

Hint: In order to increase your personal chance of winning, attempt to create a demand as challenging for your opponent as you can think of. Get personal, get nasty, or get silly, the possibilities are up to you!

Total suggested game set-up time: about 5 to 7 minutes



SPACE

- Player yellow will begin the game and move first.
- After yellow moves, alternate turns to move your pyramids
- For the first part of this game, you may only move one triangle at a time, diagonally across the board.
- As you move your pieces along, you must try to capture your opponents pieces by leaping over the opposing piece.
- Once players reach any triangle section in the 5th row that includes the letter A, your pyramid piece has now broken the halftime barrier.
- Fold out two flaps of the pyramid to help recognize halftime pieces. Halftime pieces are now able to move diagonally across two spaces instead of one.
- On one of your turns, if you place your piece on any of the triangle spaces labeled with S, P, A, C, or E, this means your opponent is given the chance to ask you one of their written questions. In order to advance to your next turn, you will have to answer to your opponent's demand or else your turn will be skipped.
- Once you reach your opponent's first row, that pyramid piece has now become a fulltime operator which can move diagonally twice or go back one space. Fold out all four flaps to recognize a fulltime piece.
- The player who is left with no remaining pyramids immediately loses and the game is done.

