

The Void

Overview

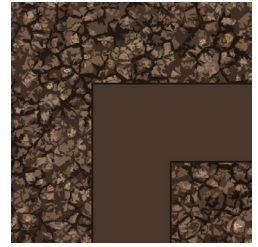
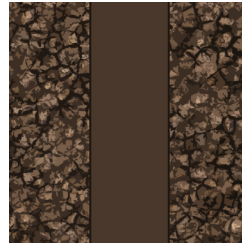
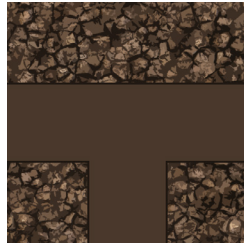
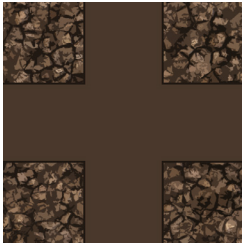
You are one of the remaining survivors of humanity. The remaining country, AK Corp., has sent you and other citizens as adventurers on a mission to retrieve what is known as “technology.” Technology is supposedly a dangerous weapon that can wipe out the rest of mankind. The reward for retrieving technology is limitless rations of food and clothing, so all adventurers are fighting to obtain it before others. Technology is located at the very center of the Void, a land that was once a country but now covered deep in dirt with many dangers...AK Corp leases an artifact to you so you can challenge the Void.

Contents

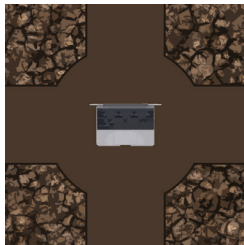
- 75 path cards
 - technology card
 - 7 (+) path cards
 - 10 (T) path cards
 - 15 (I) path cards
 - 17 (L) path cards
 - 3 deadly cloud path cards
 - 4 giant boulders cards
 - 5 mysterious pit path cards
 - 6 deadly mist path cards
 - 7 clean water path cards
- 8 artifact cards
- 4 colored pawns
- 60 energy tokens
- 2 standard dice

Path Cards

Standard Path Cards

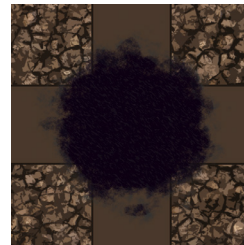


Special Path Cards



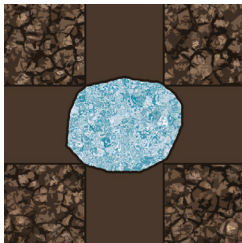
Technology Card

The technology card is the goal for all players. This card remains face-up in the center of the Void and cannot be affected by anything.



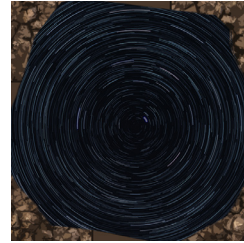
Deadly Cloud Card

The deadly cloud card takes 6 energy from the player that discovers it.



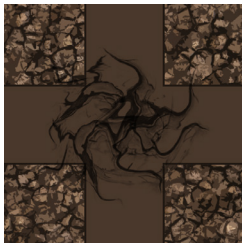
Clean Water Card

The clean water card gives 3 energy to the player that discovers it.



Mysterious Pit Card

The mysterious pit card teleports the player that discovers it or advances on it back to the outside corner of the Void.



Deadly Mist Card

The deadly mist card takes 3 energy from the player that discovers it.



Giant Boulders Card

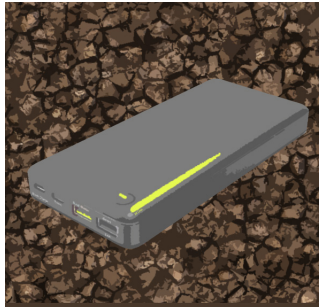
The giant boulders card causes a player to hide (flip face-down) a discovered path card.

Artifact Cards



3v3n Drill

On a roll of an even number, you can bore a path card at no energy cost.



Aether bAR

At the start of your turn, add 1 energy to the total energy.



AS<6

On a roll of less than 6, you can advance any amount of path cards at no cost.



Energy BlAde

At the end of your turn, steal 3 energy from each player who is on a path card adjacent to you.



GM=9

On a roll of 9, you can hide any discovered path card.



PDS*X2

On a double roll, you can discover a path card at no energy cost.



SS-357911

On a roll of an odd number, you can survey a path card at no energy cost.



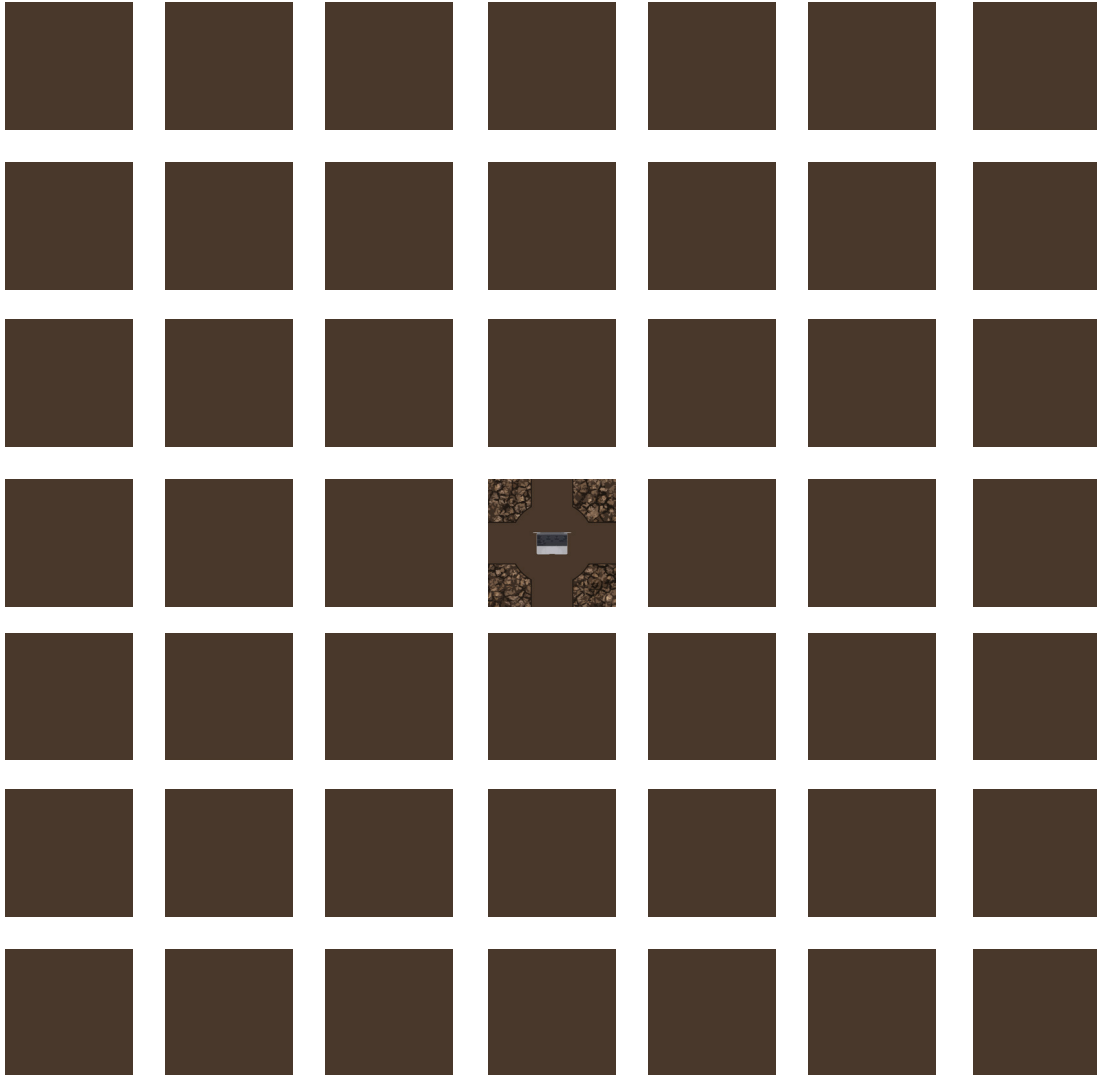
Teleporter 2o12

On a roll of 2 or 12, you can teleport to any discovered path card that is not occupied by another player.

Preparation

Step 1. Take out the Technology Card and shuffle the rest of the path cards face-down.

Step 2. Randomly place and orient the path cards face-down (hidden) in a 7 by 7 grid with the Technology card in the center as shown in the figure.



Step 3. Place the rest of the path cards face-down into a pile for drawing. Each player should then draw 3 cards for their beginning hand.

Step 4. Shuffle the artifact cards face-down and have each player draw an artifact card. Take the rest of the artifact cards and put them away.

Step 5. Each player should occupy his/her own outside corner of the board.

Step 6. Give each player 15 energy tokens to symbolize the amount of energy.

Gameplay

Beginning: The player who is the least addicted to technology will start their turn. Turns will pass clockwise, and they are made up of 3 specific steps:

Step 1. At the beginning of your turn, roll the dice for your energy and grab the respective amount of energy tokens from your energy token pile. Energy can be accumulated throughout gameplay, but **the maximum amount of energy you can have at any given time is 15.**

Step 2. After obtaining energy, you are able to take specific actions that cost various amounts of energy. **Be cautious because if you lose all your energy, you are teleported back to the outside corner of the board.** All possible actions and costs are listed below.

- **advance (1 energy):** move your pawn one path card vertically or horizontally on to an unoccupied, connected, and discovered path; **you cannot advance on to an occupied, disconnected, or hidden path card**
- **survey (2 energy):** peek at any hidden path card on the board without changing the orientation
- **bore (2 energy):** freely rotate an adjacent path card
- **discover (3 energy):** flip an adjacent hidden path card in any direction to uncover the path; **the first card that must be discovered is your respective corner path card**

You can take as many actions as you want on your turn, but be aware of losing energy from special path cards.

Step 3: At the end of your turn, you must play a path card in your hand. You can either replace any unoccupied, discovered path card face-up or replace any hidden path card face-down. Draw a path card from the pile, and discard the path card that was replaced. If the draw pile becomes empty, reshuffle the discard pile back into the draw pile.

Ending: **To win the game, you must beat the other players to the technology card.**

Path Cards: Path cards consist of standard and special path cards. Special path cards have special effects that activate at specific times.

Artifact Cards: Artifacts have unique capabilities that become personal to the player. The player has the option of using the special capabilities when activated.

Risk and Reward | Meaningful Choices

There is a risk and reward system for the Void when a player discovers a path card. The player runs the risk of discovering a special path card that can take away energy or teleport the player back to the outside corner of the board. The reward for discovering a path card is to create a path that the player can advance on or discovering a special path card that gives energy to the player.

Meaningful choices are constantly being made such as when to take specific actions, when to discover a path card, and what path cards to replace at the end of the turn. These strategic choices add complexity to the game.

Probability

Activation of PDS*X2 = $1/6$, Activation of 3v3n Drill = $1/2$, Activation of SS-357911 = $1/2$, Activation of GM=9 = $1/9$, Activation of AS<6 = $5/18 = .278$, Activation of Teleporter 2o12 = $1/18$

Discovering a Standard Path Card = $49/74 = .662$, Discovering a Special Path Card = $.338$, Losing Energy or Position After Discovery = $14/74 = .189$, Gaining Energy or Effect After Discovery = $11/74 = .149$

Asymmetry and Balance

Each of the artifact cards gives the Void an asymmetrical gameplay that is overall balanced and unique. The artifact cards have probabilities of activation that correlate with their special capabilities. For example, the Teleporter 2o12 has a very low activation probability; however, the special capability of teleporting is powerful. In comparison, the 3v3n Drill has a high activation probability, but the special capability is not as powerful.