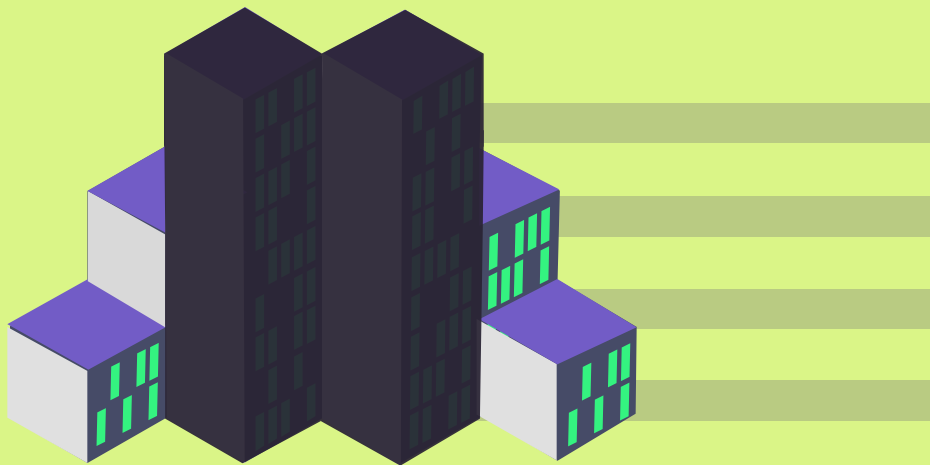




PIPE DREAM

Escape Oblivion Corp.



In the heart of the sinister Oblivion Corp's empire lies the labyrinthine sewer system, a twisted network of horrors and traps. In "Pipe Dream," you and your fellow captives find yourselves plunged into this nightmarish abyss. Trapped and surrounded by unspeakable terrors, your only hope is to collaborate and navigate the treacherous sewers to freedom. The sewer's monstrous inhabitants, sinister traps, and the constant threat of Oblivion Corp's enforcers keep the tension high as you strive to find a way out.

Face moral dilemmas, solve intricate puzzles, and overcome fearsome foes as you make choices that shape your destiny. Unearth the dark secrets hidden within the sewer's depths and forge alliances with other captives to increase your chances of survival.

"Pipe Dream" combines intense collaboration, strategic decision-making, and an ever-present sense of dread. Will you brave the horrors of Oblivion Corp's sewers, escape the abyss, and expose the corporation's malevolent secrets? The path to freedom is fraught with danger - choose wisely, for the demons are watching.

Objective:

Find your way out of the sewers as a team by completing 5 chapter cards and beating the final bosses!

Components:

- 1 Game Board
- 1 Dice
- 7 Chapter cards - 5 tokens
- 3 Final Boss Cards - 3 tokens
- 15 Item Cards
- 5 Hazard Tokens
- 3 NPC Frog Characters
- 1 Puzzle Card
- 1 Merchant Character
- 30 Currency coins

Puzzle Solution:

1. SEWER
2. SLUDGE
3. WATER
4. UNDERGROUND
5. GRIME

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Gameplay:

1. All players start on a different entry tile.
2. First each player should take 3 items cards. Continue to take 3 items cards at the start of every round until the cards are over.
3. One player starts, and rolls the dice and moves anywhere on the board. If you land on a green hazard tile, you must pick up a chapter card.
4. Read the chapter card prompt. The player must complete or and beat the chapter on the card
5. After a chapter is completed, place a green token on the green tile.
6. The next player continues, by rolling the dice, and moving their characters and completing a chapter if they land on a green tile.
7. The players have to move towards the centre of the board to the final boss arena.
8. Once all chapters are complete, pick up one card from the final boss deck.
9. Beat the chosen final boss to win.

Item Cards:

There are 15 item cards. They are extra tools you can use to help you along the game. After one use discard the card to the end of the item card pile to be used again unless stated otherwise.

Chapter cards:

Each player must complete one chapter card. If there are 4 players, then 4 chapter cards must be used, if there are 6 players then 6 chapter cards must be used, and so on. There are 8 chapter cards, not all should be used. This is so there is variety each time the game is played.

Final Bosses:

There are 3 final bosses. Each of them have 10 energy. They each have individual ways they will be killed.

If you can beat the final bosses of the evil Oblivion Corp. you have succeeded and escaped the pipes!

Day & Night:

Alternate between day and night cycle after every round. Start the game on the day cycle. Use the day and night token and flip it over each round to keep track.

Day: The wise old Merchant comes out to help you if you need extra items. The Merchant does not come out in the night cycle. At the end of every game round NPCs move at random by rolling 1d6 to determine what hex direction they move in, counted clockwise from the top of their hex, and 1d6 to determine how far they move.

Night: The frogs come out. These frogs may have a task or a gift for you but they hide away in the day time. The frogs do not come out in the day cycle.

The Merchant

The wise old Merchant can sell items, or coins and this is to help players in need of extra tools to get through the game. The merchant has 5 energy.

The Frogs

Singing Frog: The singing frog with his mouth wide open got lost in the sewers. He is ok with it though because of the great acoustics! His music lifts spirits and inspires courage, granting players bonuses and buffs to aid them in their quest. If you meet him he heals damage to full health for that player.

Sitting Frog: The sitting frog is chill, he can save you from incoming damage. An adjacent character can recruit this frog and use it as a shield for 2 turns. Replace your character token with this frog when used.

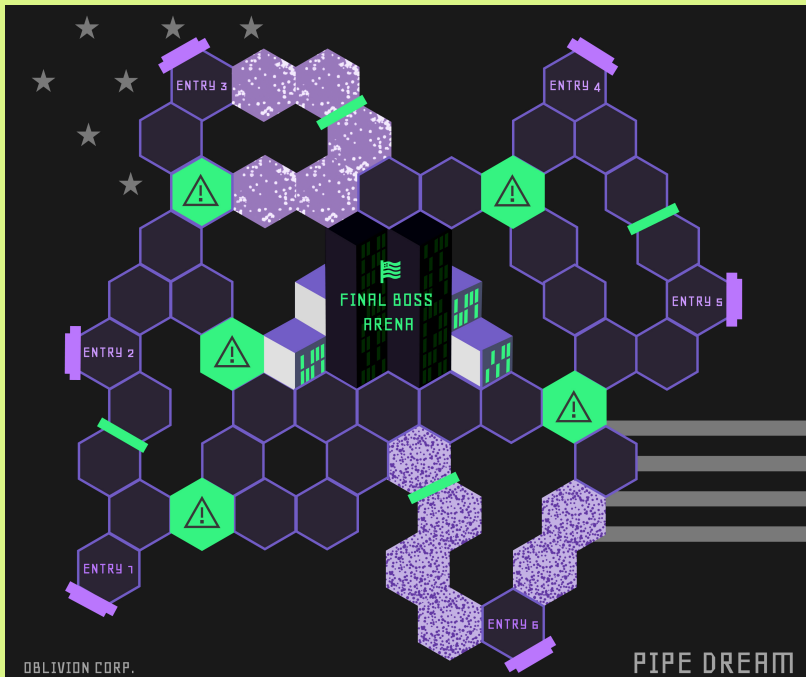
Country Frog: This frog comes with a puzzle, solve it and you'll be rich! Pick the green envelope and complete the puzzle. You must unscramble the words. DO not write your answers on the puzzle sheets, find an alternative to write your answers on. An adjacent character can complete the quiz. Solutions can be found at the end of this rule book. Earn 10 coins when puzzle is solved correctly.

Each frog has 5 energy. Remove frogs from board in day cycles and after one encounter

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The Game board:



Setup:

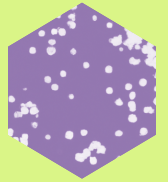
1. Place the game board depicting the intricate sewer system of Oblivion Corp. at the centre of the table.
2. Shuffle the cards and create a pile for each of the cards, one for item, one for chapter and one for final bosses.
3. Each player draws 3 of their own characters abilities cards blindly. Additionally draw 3 item cards.
4. Place each player token on a different entry tile
5. Place chapter tokens on the green coloured hazard tiles
6. Set up NPC tokens representing the unpredictable creatures lurking in the sewers.

Key:

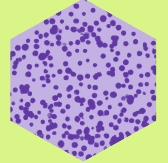
Green Hazard: Chapters tokens. Pick up a chapter card whenever you land on a green tile. You must go through all the green tiles and complete all chapters. After you have defeated the chapter, place a green token there so you can keep track of the chapter you finished.



White Textured Terrain: Smog. While walking here aquatic players will lose 1E per round they are here. The smog does not affect land players



Blue Textured Terrain: Polluted Waters. While walking here land players will lose 1E per round they are here. The polluted water does not affect aquatic players.



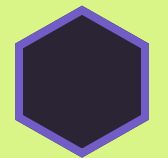
Green Pipe Blocks: The green blockers are very strong. To get past you may either pay \$5 or they have to roll an even number twice on the d6.



Buildings: If you land here you must pick up the final boss cards. There are 3 in total.



Empty Tile: The empty tiles have no effect and characters can walk on them freely.



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