

Phase Away – Rules

2-5 players, 30 minutes, cooperative exploration RPG, Android Device needed to play

Game Principle:

As a team of scavengers you explore a deserted space station, trying to retrieve a valuable artifact.

Basics:

- There are two kinds of dimensions (Alpha and Beta Dimension) and two kinds of rooms (air filled and vacuum filled)
- In the Alpha Dimension you can only act in the air filled rooms while in the Beta Dimension you can only act in the vacuum filled rooms. The colour of the room defines what kinds it is (blue= vacuum, grey= air)
- The character picture shows in which dimension you're moving. Watch out for the void mark.
- To accomplish the mission you have to find the artifact. You need five splinters of an artifact to find the final artifact. These can be looted in rooms filled with vacuum.
- The final artifact can be picked up by one player. This player has to carry the five splinters of an artifact to do so. Or five players, with each one carrying one splinter of an artifact, are allowed to pick up the final artifact together.
- You start in the Alpha Dimension
- The following named buttons are part of the app (Android Device)

The Goal:

The game is over when the time is over or when the mission was successful.

Game Preparation:

1. Each player picks a character. The characters have special qualities.
2. The team picks a team leader. The team leader may decide when the team comes to no conclusion.
3. Arrange the character-token onto the Start-scope.
4. The team leader chooses one player to start. After that it goes clockwise.
5. The team leader decides where the start-scope will be placed.

The Game:

1. Player One decides on how to spend his action points (AP). You can use all AP, but you don't have to. Every round the AP are the same (how many AP depends on the character you are playing).

1.1 Possible Actions

- move	1AP
- new scope	1AP
- loot	1AP
- use ur skill	1AP
- modify/tool up equipment	1AP
- give a item to another player	1AP

2. What happens on a move?

2.1 New scope

The active player draws one scope out of the bag. Then he uses the Discover-Button on the tablet. The tablet shows whether the new room is filled with vacuum or air and if there is any monster in the room.

2.1.1 a monster is in the room

Push the Monster-Spawn-Button to see which monster sieges the room. Arrange the monster token accordingly.

2.2 Move

The Player can move in any direction he wants to if there is already a scope. Remember: You can only move in rooms filled with air when you're in the Alpha Dimension and the other way round.

2.3 Use your skill

For 1AP you can use your skill. Exception: The *mechanic* can change rooms. When he changes from air to vacuum it costs 1AP. But when he changes from vacuum to air it costs 2AP.

Some characters don't have any special skills but better attributes.

2.4 Loot

If there is a monster in the room you want to loot, you can't loot. Press the Loot-Button to know what you get. There are several Loot-Buttons, so which should you press? This depends on the room you're in (Alpha Dimension, Beta Dimension, Cargo Area, Med Center). The tablet shows your loot. Take the cards and put them in front of you.

(Possible loot: weapons, armor, money, items)

You can loot a room once in every dimension. Put a token onto the scope when you looted: red for rooms with oxygen and blue for rooms with vacuum.

If there are the two token: the room is empty.

2.5 Modify / tool up equipment

To tool up armor or weapons you have to use 1AP. The same if you want to modify your used equipment.

BEWARE: There is only one free slot for one weapon and one free slot for one armor. You can't use more than this.

If you were defeated in a fight you lose your equipment. The lost equipment lies in the room you were hurt. To pick up your lost equipment pay 1AP. If you

don't want to pick it up or you can't it will stay in the room.

2.6 Use a item

It does not cost any AP to use a item. Items can be used once.

2.7 Give a item to another player

You can give items to other players if you want to. But you have to be in the same room and the same dimension at the same time with the player you want to trade. To broadcast the item pay 1AP.

start-scope

3. Fight

If there is a monster in your current room you have to fight. Even if you're only passing a room with a monster inside.

To spot the winner compare these attributes:

The monster's damage and the player's HP (Health Points):

→ Damage < HP: Subtract the Damage from the HP and adjust the HP

→ Damage > HP: The player is defeated. He can't move until another player gets in the room to help him. Did this happen: The new HP of the defeated player is 1. What happened to your equipment? (see rule 2.5)

The player's Damage and the monster's HP:

→ Damage < HP: The monster regenerates after this fight. You couldn't defeat it.

→ Damage > HP: The monster is dead. Remove the token and now you can loot.

Also: you get the item: phase dust

Exception: The rogue can use his skill for 1AP to sneak. He can avoid the fight if he is just passing a room not standing.

If the player (player A) loses the fight: He has to stay in the current room without any HP. His equipment is lost in the room. The defeated player A is only allowed to play again if another player (player B) helped him. Player B has to revive player A (player B has only to be in the same room as player A). If player A is alive again he can pick up his equipment for 1AP if player B did not do this before. If player A doesn't do this: the equipment stays in the room until a player picks it up or the game is over.

4. A player's move is over when every AP in this round is used or the player says it is over. Remember: You can't save AP for the next round.

The AP stays on the same level every round you play.

5. If a player can't act (anymore) when it is his move he has to finish his current move and it is the next player's move.
6. When every player did his move the round is over. After every round press the Monster-Movement-Button on the tablet. This button says in which direction a monster moves. How many scopes it moves depends on the BP (Movement Points). There is no specific order. Every monster has to move. If a monster would move onto a field without a scope: the monster vanishes. Remove the token. If the monster would move beyond the board: the monster does not move at all.

7. Events:

7.1 Portals

At the beginning of the game there are no portals. After a while the tablet pops up an event. This shows where the two portals spawned. Mark these spots with the little portal cards. A portal is active until a new portal spawns. If this happens you have to move the portal cards to the new spot.

If a character steps on a portal he automatically moves to the other portal and switches dimensions. Turn around your character picture on the token.

7.2 Monster assault

There is a random monster spawn going on. The tablet shows where the monster landed. Push the Monster-Spawn-Button to find out which monster did appear. Place the monster token.

8. The game is over when the time is up or all players did accomplish the mission together.

8.1 Mission completed (successful)

Every character stands on the start-scope and one character carries the final artifact. This happens before the time is up.

8.2 Mission completed (not successful)

The artifact is carried by a character and this character stands on the start-scope before the time is up. But: not every character managed to move to the start-scope before the time was over.

8.3 Mission failed

The mission failed if no character managed to save the artifact.

9. Highscore – The End

9.1 Mission completed

Every player counts his money. You can but don't have to do this. This is just for your personal highscore. And/or for the group highscore.

9.2 Mission failed

The players that did manage to come back to the start-scope survived. These players count and/or compare their money for their personal highscore.