

Just One More Message the Boardgame

About

Just One More Message is a boardgame inspired by worker placement and deck drafting games. Cast in a theme of "transmission" and inspired by the technical world Just One More Message is an at times overtly complex but also satisfying gaming experience where the players are given the opportunity to bluff, strategize and concoct mad schemes to get the better of their opponents.

This game has been tested for 2 – 3 players with every game taking up to an hour.

Story

In an uncertain future, the fate of the all that is good rests in the hands of allknowing AI. These AIs ensure that civilization keeps on going through whatever the world throws at it. By sending information through a vast worldspanning network of tubes, peace and tranquility reign across the lands.

Now in a mad craze of efficiency all of mankind's knowledge is under threat from the brutal digital struggles between chat bots. All that stands between literacy and madness is a final line of defense of messageing bots with one final purpose. To send data where no data should ever be sent, in record time and damn the data integrity.

Theme

The theme of the game is transmission, more precisely it is about transmission of messages over the Internet. The players take on the roles of a controller of a message that is split in 3 parts and is then transmitted over a series of servers on their way to the destination. Along the way they will encounter different obstacles, mainly from other players, that try to stop the transmission of the message.

Components

- Game board
- Tracker board
- Card board
- Score board
- Player boards (2 – 4)
- Player tokens (5 per player)
- Player score trackers
- 6 sided dice (6 – 12)
- 3 categories of cards each of which consists of 5 cards that have 4 duplicates and 2 cards without duplicates (in total 22 cards per category and 66 cards in grand total)
- Quick reference sheet (1 – 4)

Setup

- All players should have three (3) dice to use as Packets (player tokens)
- All players draw two cards from each deck
- All players should have a player board in front of them and five (5) player tokens that have the same player number on them as player number on their board, for the Node zone.
- Place the Tracker Board in an as accessible position for all players and put a marker on the first box of the Turn Timer
- Place the Game Board easily accessible to all players and place all Packets at the Start node at full value (6)

- Choose a Draft King by rolling a dice and having the player with the highest result being the Draft King, if it is a tie between two or more players for the first place, the people who tie for first place keep rolling a dice until a winner is decided

How to win

The aim of the game is to move the Packets from the Start line to the Finish line as quickly as possible keeping the integrity of the Packets as high as possible to get the highest score.

Scoring

When a Packet reaches the Finish line a player is given a score based on the value of the Packet + a time bonus (can be seen on the Track board under the Time Tracker). The person with the highest score when all Packets have been scored or taken out of play is the winner.

Turn order

Card Phase

1. Put any Global card(s) you want to play facedown in the Global zone in clockwise order starting with the Draft King
2. Put any Node card(s) you want to play facedown in the Node zone in clockwise order starting with the Draft King and move the corresponding token to the node you want to play the card on.
 - If there is no free space in the Node zone you may discard a card from the Node zone and replace it with another Node card
 - If there already are Node cards in the Node you add a card to, add the new card on top of the old card
3. Put any Packet card(s) you want to play facedown in the Packet zone in clockwise order starting with the Draft King
4. Play all Global cards from the Global zone one at a time in clockwise order starting with the Draft King
5. Play the Packet cards from the Packet zone in clockwise order starting with the Draft King

Move Phase

6. Move the Packets forward or to the side along the connections (default one step) in clockwise order starting with the Draft King
 - Moving along a wireless connection reduces the value of the Packet by 1
 - Moving along copper wires has no impact on the value
7. If any Packet(s) end the turn in a node with assigned node cards, resolve them in clockwise order starting with the Draft King's Packets
 - The player whose turn it is to resolve the cards choose which node should be the first one to be resolved
 - The node cards are resolved in order of the top to the bottom

Draft Phase

8. Draw cards corresponding to the nodes in which your packets have ended their Move phase
9. Choose one of the cards and add it to your hand
10. Add the remaining cards facedown to the Draft pile
11. After every player has added their cards to the Draft Pile the cards are then revealed and the drafting begins.
12. Take turns drawing one card at a time in clockwise order starting with the Draft King

Turn End

13. Give the Draft King one (1) point
14. Advance the turn timer one step

Rules

Packets

- If any Packet reaches a value of 0, remove the Packet from play without awarding the player any points
- When a Packet reaches the finish line it rewards the controlling player the value it had when reaching the goal.
- Each Packet that reaches the finish line is awarded bonus points according to the Turn Timer
- When a Packet reaches the finish line it no longer gives the player a card draw during the Draft Phase and the player is also limited to draw one card less during the drafting
- It is possible to play many Packet cards on one Packet during each turn
- It is not necessary to move a Packet during the Move Phase it can also remain in its current Node

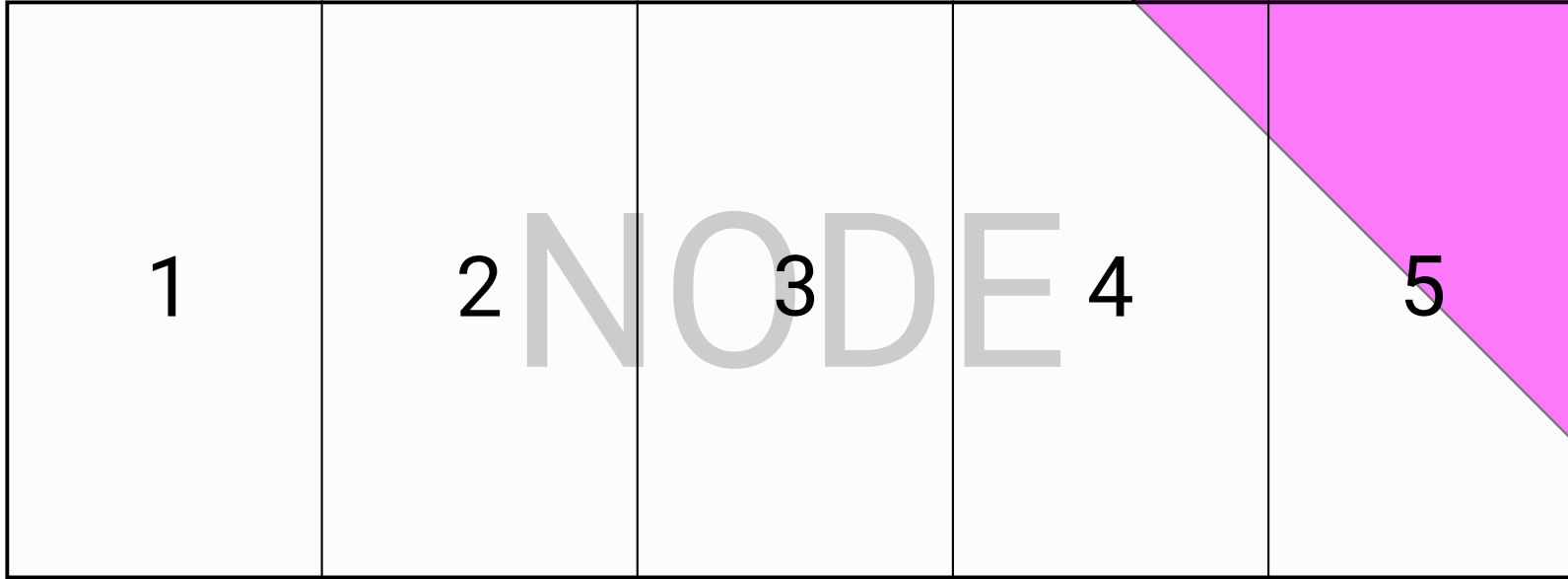
Navigation

- Moving a Packet along a wireless (wavy line) connection reduces its value by one (1) point
- You cannot under normal circumstances move to a row closer to the Start Node

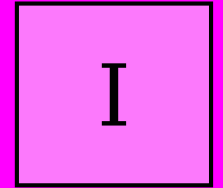
Cards

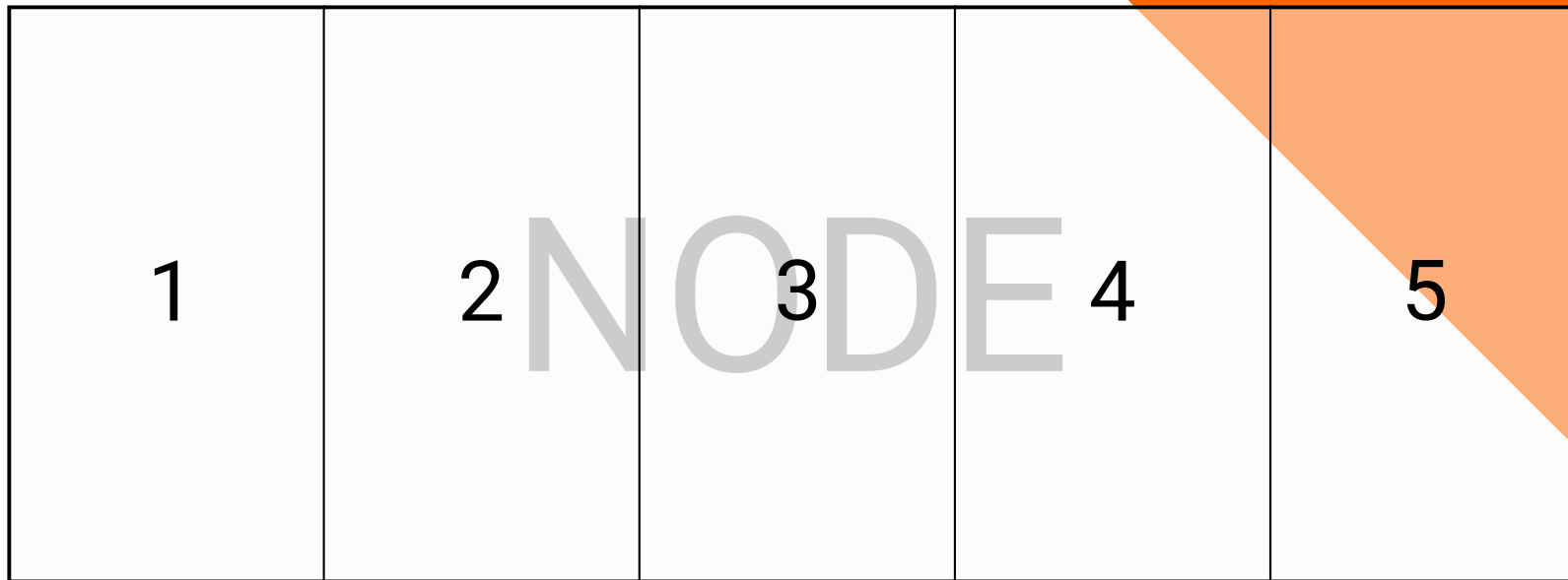
- There are 3 categories of cards; Software cards that manipulate Packets, Network cards that change how Packets move around the Game board and Intelligence cards that can be used to manipulate cards in different ways (for example looking at face down cards, drawing more cards, stealing cards from other players).
- In addition to the 3 categories there are also 3 types of cards that differ in what they target, these are;
 - Cards with a global target are cards that are generally used early in the round and do not target a specific Packet or Node and are the only types of cards that can target another player directly
 - Cards with a Node as a target are always aimed at a specific Node decided by the player upon playing the card early in the round and they take effect after all the Packets have moved if a Packet has entered its Node
 - A type of card that targets Packets and is a very short term effect card that can only affect a single Packet, several of these cards can be played the same turn but usually only changes one thing about the Packet (for example, added movespeed or protection from value reduction for one turn)
- If a Draw pile is empty reshuffle the corresponding Discard pile and place it in the correct Draw pile

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40



Player number



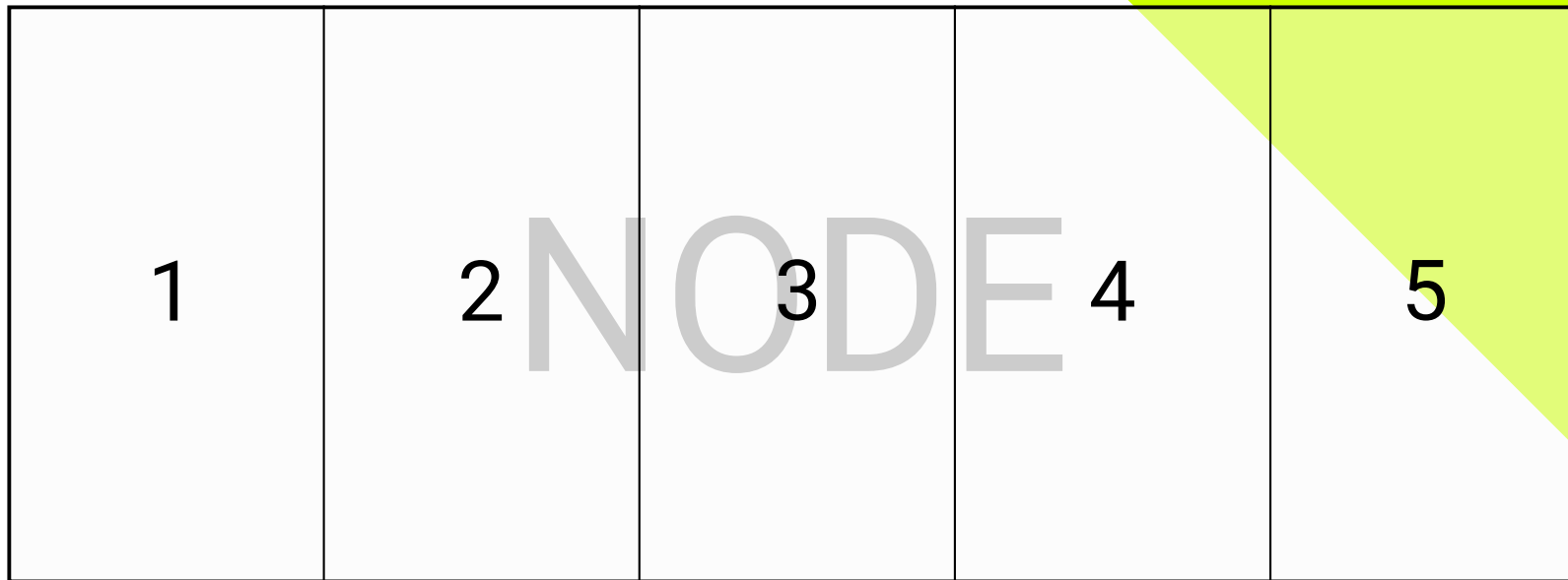


Player number

II

GLOBAL

PACKET

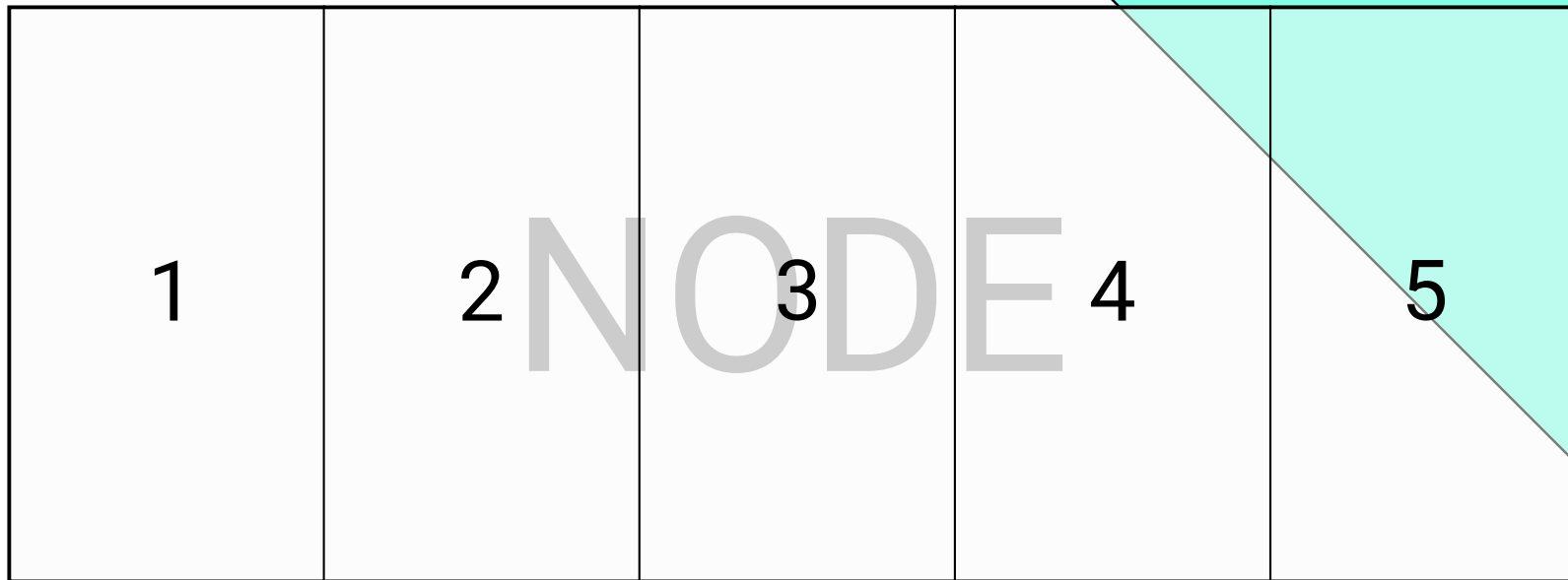


Player number

III

GLOBAL

PACKET

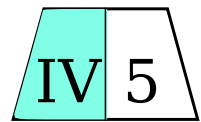
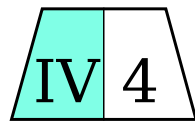
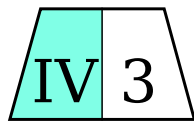
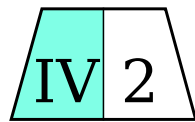
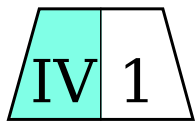
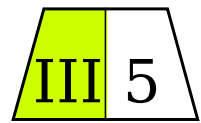
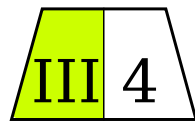
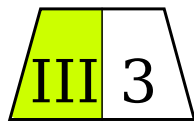
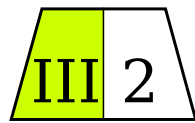
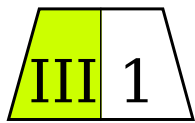
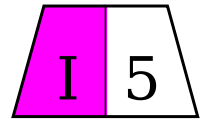
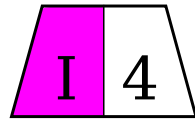
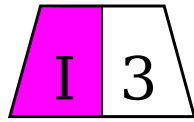
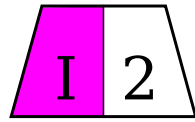
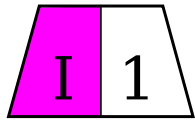


Player number

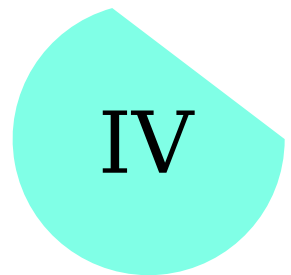
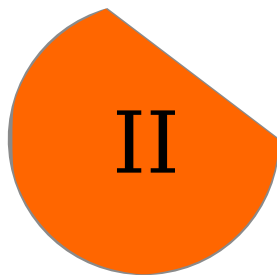
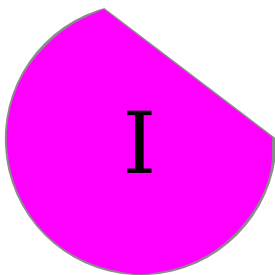
IV

GLOBAL

PACKET



Score trackers



Turn timer

+9	+8	+7	+6	+5	+4	+3	+2	+1	0	-1	-2	-3	-4	-5	-6

Draft pile

Software

Network

Intelligence

Software

Network

Intelligence

Quick reference sheet

Card Phase

1. Put global cards facedown in the global zone
2. Put node cards facedown in the node zone
3. Put packet cards facedown in the packet zone
4. Play all global cards
5. Play packet cards

Move Phase

6. Move Packets
7. Resolve node cards

Draft Phase

8. Draw cards
9. Choose one card and add the rest to the draft
10. Do the draft in order

End Phase

11. Give the Draft King one point
12. Advance the Turn Timer

Quick reference sheet

Card Phase

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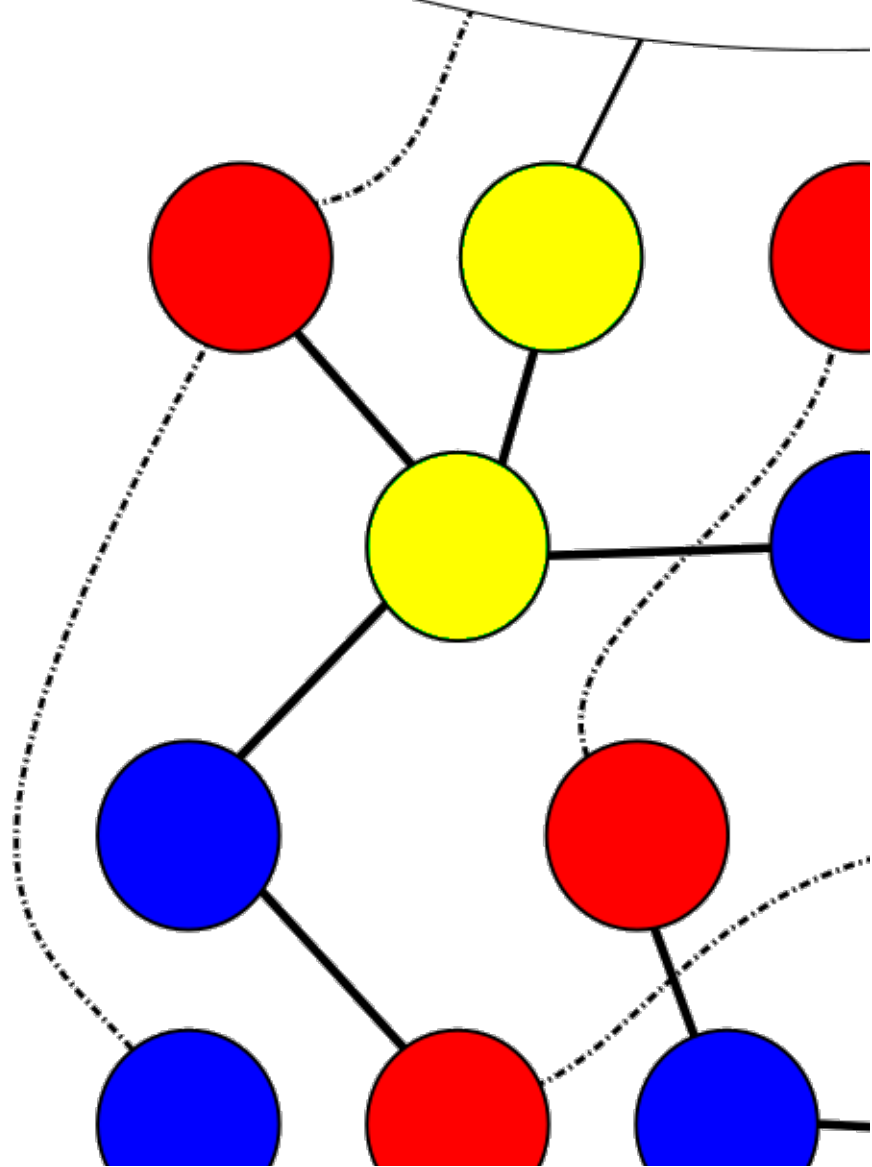
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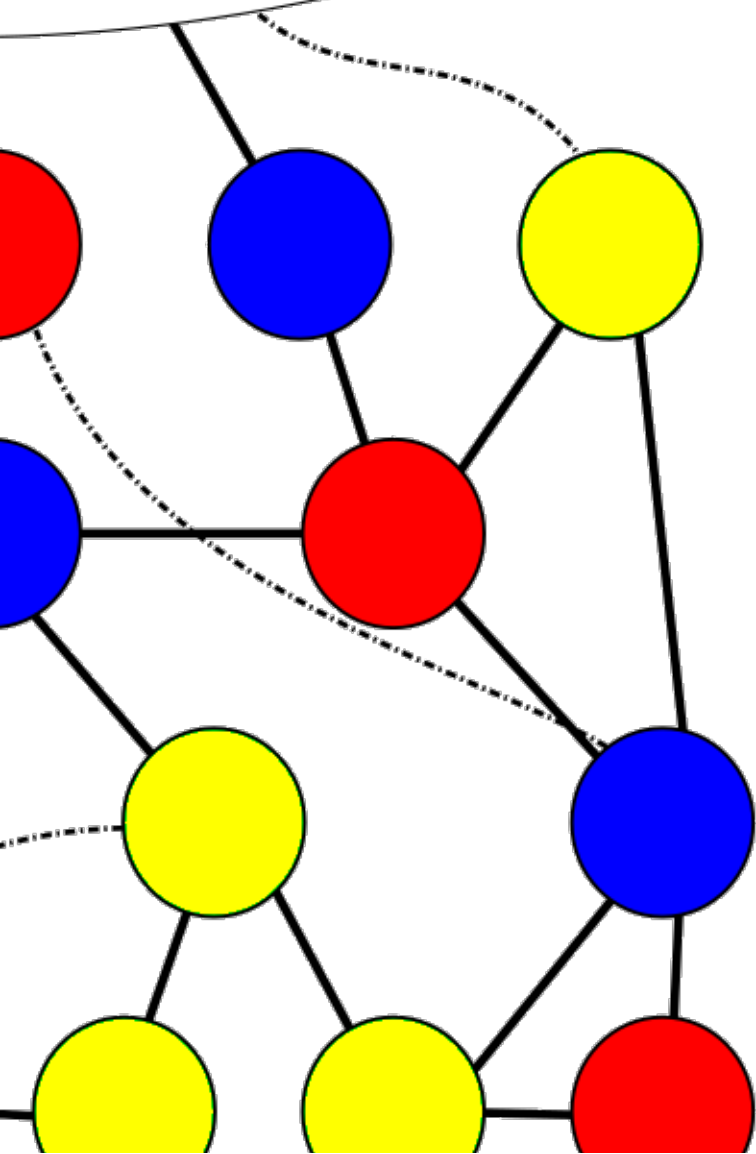
End Phase

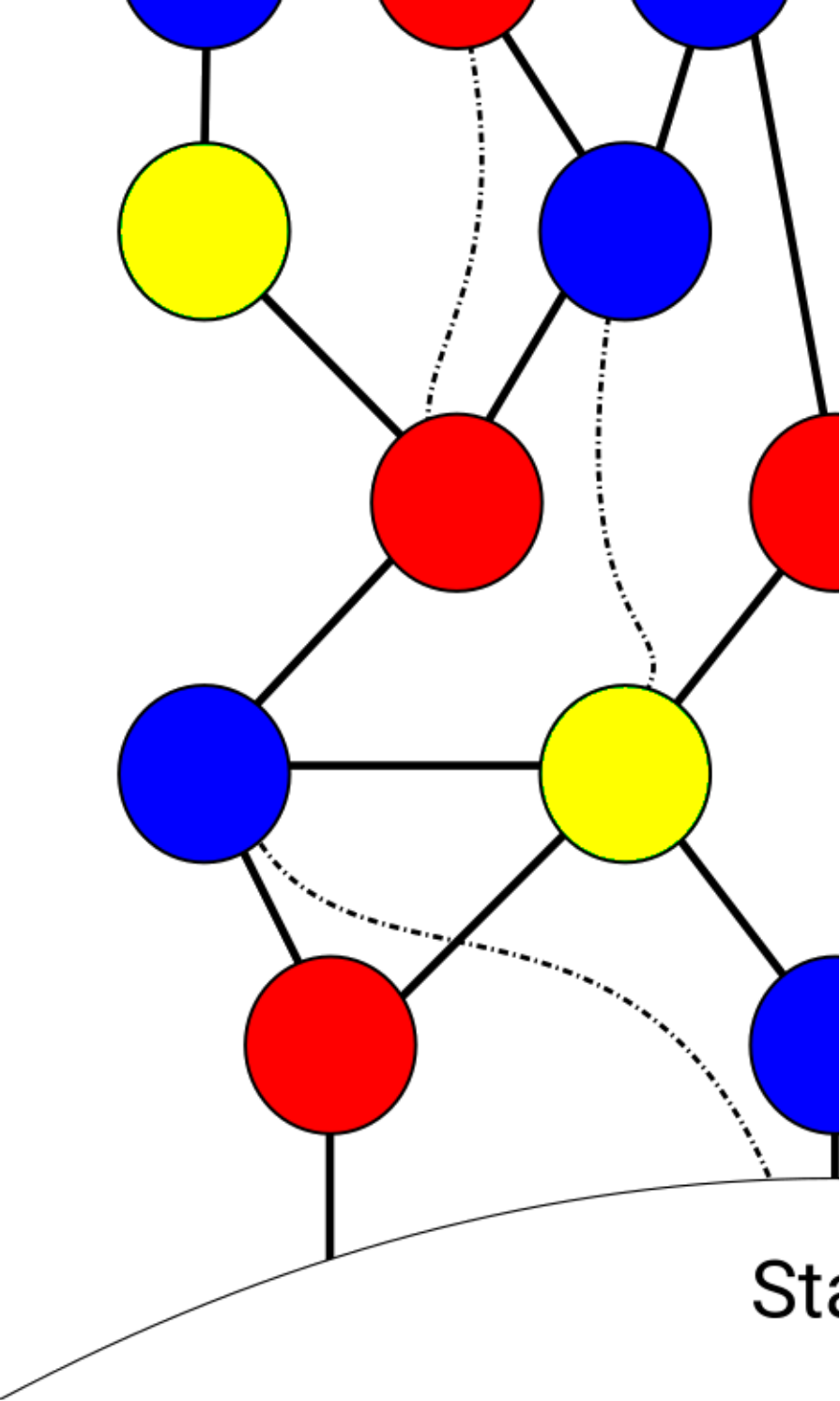
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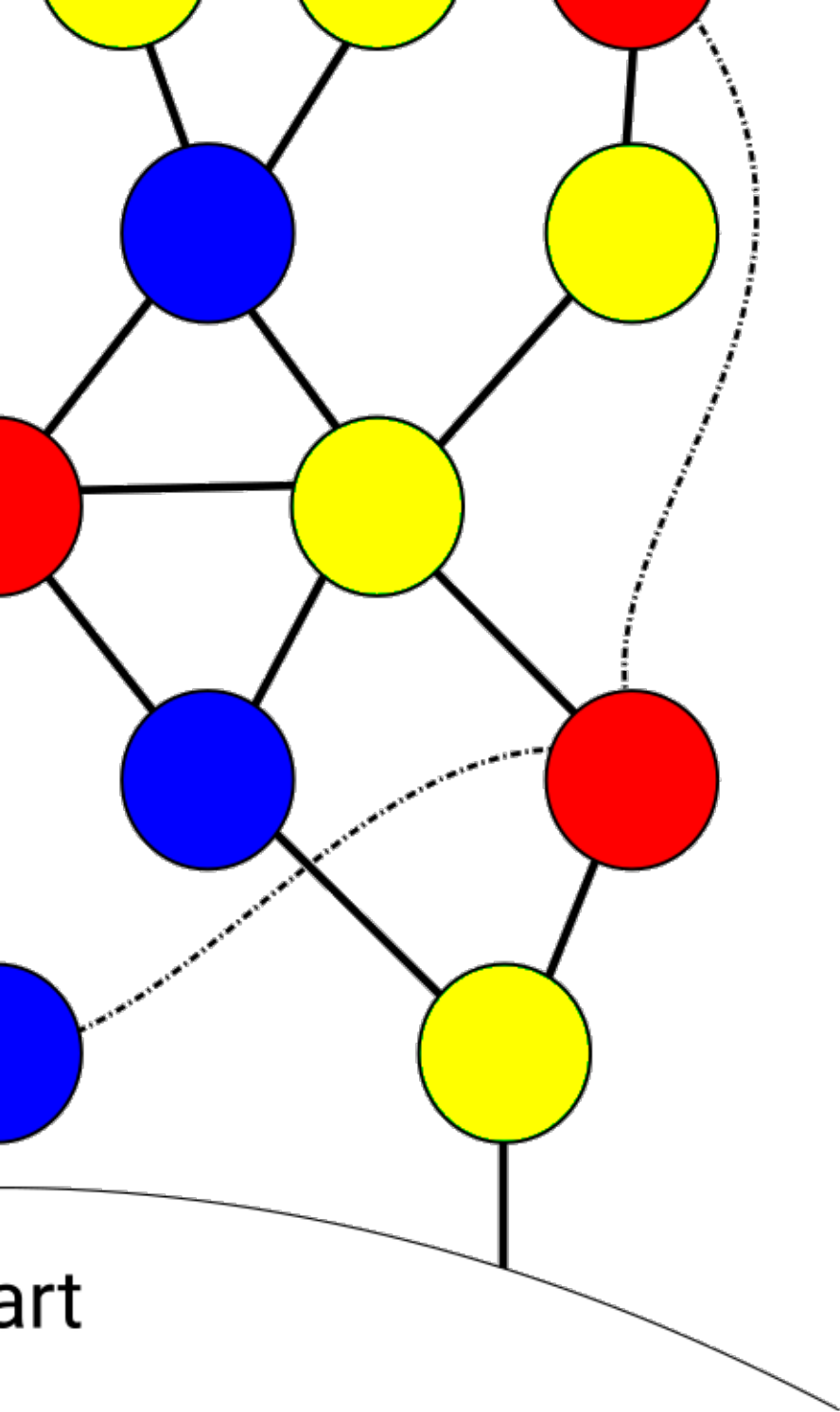
Finis



sh







Cards Summary



Software

Packets and its value



2x



1x



4x



Network

Servermap and movement



2x



2x



1x



2x



Intelligence

Human interaction
and cards 

2x



2x



3x



Cardtypes and how its resolved



Special/Rare

To play a card with this next to it, discard another card sharing a color.
If you cannot discard, or you choose to, decrease value of a packet by 2.



Global

This is played early in turn, and are resolved as is.



Node

This is played after Globals are resolved, and are placed in NodeZone.
Then put a token from NodeZone on worldmap system.



Packet

These are placed and revealed before the moving, and are related to moving
on the map, however, they are still played before the Packets do its move.

Rulebook reference:

Cards

Thematic reference:

Software, Network and Intelligence

Practical reference:

3 categories of cards, different colors.

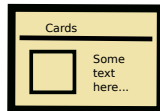
They can roughly be explained as

Software(Red) manipulates the Packet

Network(Yellow) manipulates the Servermap

Intelligence(Blue) manipulates player interaction and cars

Seperate decks, when drawing cards for draft, check what color ur dice are



Rulebook reference:

Packet

Thematic reference:

Information, message

Practical reference:

Dice, D6. Value 1-6

Rulebook reference:

Value

Thematic reference:

Databits, quality of the packet

Practical reference:

The face of the dice

Value from 1 to 6

If it gets less than 1, its destroyed



Rulebook reference:

Node

Thematic reference:

Servernode

Practical reference:

A place on the worldmap

Place cards and move dice on them



S

Protection

P



Choose 1 
Prevent loss of  for the rest of turn.

N

Satellite

P



Choose 1 
Place it to a new  that are aligned to the same row.

I

Draft priority

G

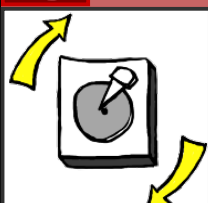


Become the new Draft King.

S

Data recovery

N



Increase  by 1 on all  in this .

N

Dark fiber

N

★



All  in this  may be pushed by the Dark Fiber 1 additional movement in the direction he chooses.

I

Spy

G



Choose 1 
You may check any facedown  there.

S

Bitwise comparison

N

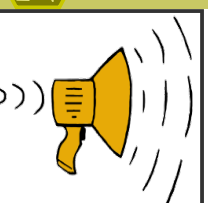


All  in  gets  equal to the  that has the most  among them.

N

Repeater

P



Choose 1 
May be used to set its movement to 2 for cost of 1  this turn.

I

Leech

N



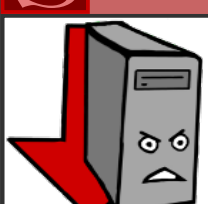
For each  in this  decrease its  by 1.

Opponents may give you 1  instead of decreasing .

S

Package corruption

N

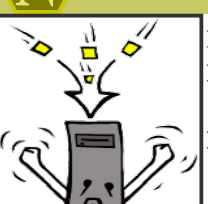


All  in  gets  equal to the  that has the least  among them.

N

DDOS

N



If  move out of 
Decrease  by 1.

Remains in play for 1 turn after revealed.

I

Reboot

G



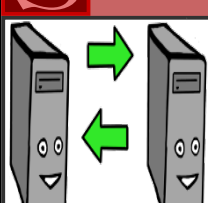
Discard any amount of , then draw the same amount from any category.

S

Quality Swap

G

★

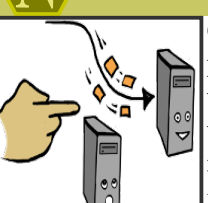


Swap  between any 2  anywhere.

N

Redirect

N



Card-owner choose 1 path to connected , that isn't a row behind this  No other path may be used. Remains in play for 1 turn.

I

Data breach

G

★



Look at opponents hand, and take one of his .

S

Virus

G

★



Decrease  of all opponents  by 1.

Can be avoided by discarding a  for each saved bit.

N

Gateway

G



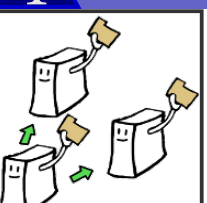
Choose 2  that both contains facedown 

Swap them.

I

Proxy

N



Draw one  for each of your .
Available categories are the ones represented on  connected to this .

S

Data corruption

N



Decrease  by 1 of all  in the .

N

Broken link

N

★



Can only move to rows that are behind this .
Remains permanently attached to  after revealed.

I

Reckless copy

G

★



Decrease any  to your .

Draw  equal to how much you decreased.

A diagram of a radio tower with a lattice structure, situated on a green hill. Concentric circles emanate from the top of the tower, representing the signal range.

A diagram of a radio tower on a green hill. The tower is a yellow lattice structure with a red antenna at the top. Concentric circles around the antenna represent the signal range.

A diagram of a radio tower. The tower is a yellow lattice structure with a red dot at the top. It is situated on a green hill. To the right of the tower, there are three concentric circles representing the signal range.

A diagram of a radio tower on a green hill. The tower is a lattice structure. To the right of the tower, there are three concentric circles representing the signal range. The innermost circle is light blue, the middle one is light green, and the outermost one is light yellow.

A diagram of a radio tower on a green hill. The tower is a lattice structure. At the top, there is a horizontal arm with a red dot at its end. Concentric circles are drawn around the red dot, representing the signal range.

A diagram of a radio tower. The tower is a yellow lattice structure on a green hill. To the right of the tower, there are three concentric circles representing the signal range. The innermost circle is red, and the outer two are black.

A diagram of a radio tower on a green hill. The tower is a lattice structure. At the top, there is a horizontal arm with a red dot in the center. Concentric circles emanate from this red dot, representing radio waves.

A diagram of a radio tower on a green hill. The tower is a lattice structure. At the top, there is a horizontal arm with a red dot in the center. Concentric circles emanate from this red dot, representing the propagation of radio waves.

A diagram of a radio tower with a lattice structure, situated on a green hill. Concentric circles emanate from the top of the tower, representing the signal range.

A diagram of a radio tower on a green hill. The tower is a lattice structure with a horizontal arm at the top holding a red antenna. Concentric circles emanate from the antenna, representing radio waves.

A diagram showing a radio tower on a green hill. The tower is a lattice structure with a horizontal arm at the top holding a red antenna. Concentric circles emanate from the antenna, representing the signal's range.

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