AUTHORS **Katarzyna Cioch**
Sylwia Smolińska
Wojciech Wiśniewski
Mateusz Wolski

20 min   8 +   2–5

Introduction

When Earth was ravaged by a nuclear disaster, only a handful of people managed to reach the evacuation ships and leave the doomed planet. Suspended in cryo-sleep, the refugees travel to distant stars, looking for a new place to live. You are among those happy few, but your sleep has been interrupted by sirens. There's been a major reactor malfunction! The only way to avert the meltdown is to reset the system… manually. The onboard AI will guide you, but the safety procedures can only be triggered by humans. You must use the proper security keys in the proper rooms. Sounds easy, but the problem is that the AI is also damaged - its communication system is malfunctioning and the messages are incomplete and full of interference. You will have to cooperate with other passengers to decipher the AI's messages and to stop the reactor from exploding. How will you do it? Can you manage in time?

AI SPACE PUZZLE is a cooperative board game, where players take on the roles of distressed AI and Astronauts. The goal of the game is for the Astronauts to reach the correct rooms with the correct Security Keys.

While playing, you will create a shared communication system.

The AI Player uses various tokens to convey the required combination of colors and pawns. The meaning of the tokens is up to the players to decide. Each game utilizes a different Scenario from the Scenario Book.

Inside the box

Plastic stand for Final Combination Card

27 Communication Tokens

4 Role Cards

AI Screen

Rule Book

Scenario Book

6 Astronaut Pawns

Crisis Token
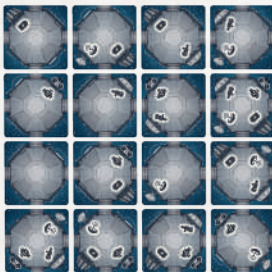
6 Color Markers

10 two-sided Final Combination Cards

Round Counter Card

10 Neutral Markers

3 two-sided Crisis Final Combination Cards

16 Room Tiles

4 Security Key Cards

6 Dice

Setup

1. Select who will play the **role of the AI**. Ideally, this player should sit opposite the remaining players and use the AI Screen to hide information from the other players.

2. Shuffle the **16 Room Tiles**, and place them face up, randomly in a 4 × 4 grid in the middle of the play area.

3. The AI Player shuffles the **Final Combination Cards**, draws one of them and places it behind the AI Screen in an orientation of their choice. The remaining Final Combination Cards are returned to the game box — they won't be needed for the game.

4. Players select a **Scenario** from the Scenario Book. When choosing, take into consideration any special rules that may impact the game's setup.

5. The AI Player receives all the **Communication Tokens** indicated in the Scenario. The remaining tokens are returned to the game box – they won't be needed for the game.

6. Place the **Round Counter Card** next to the board and place 1 Neutral Marker on the number indicated by the Scenario (⏳).

7. Place the remaining **Pawns**, **Dice**, **Security Key Cards**, **Color Markers** and **Neutral Markers** where they can be reached by all Astronaut Players.

Game Objective

The shared objective of all players is to fully recreate the layout visible on the Final Combination Card, hidden behind the AI Screen. For a layout to be fully recreated, all the following must be achieved on the board:

- Correct location of the pawns.
- Correct color of the pawns.
- Correct Color Markers on Security Key Cards.

Some Scenarios also require the dice to be set to specific values.

 The Final Combination Card indicates the correct location of Keys/colors. Some Scenarios also utilize dice and the special ✖ rooms (more info is located in the Scenario Book).

For more of a challenge, you can try the **Crisis Final Combination Cards**, marked with the emergency stripes on top and bottom of the Cards. These are more difficult to achieve and may be used with any Scenarios to make them more challenging.

Having any problems with the colors? There is a special **color coding system** to help you!

Astronauts have different patterns on their backs that correspond to the patterns visible on the colors.

Similarly, on each Color Marker, one side has a corresponding pattern.

Room Symbols (marked here with white circles) will help you navigate the ship. Note that no combination repeats on the **Room Tiles**.

Gameplay

The game is divided into rounds, each starting with the AI Phase and followed by the Astronauts Phase. During the AI Phase, the AI Player places Communication Tokens to communicate with the players. During the Astronaut Phase, the Astronaut Players perform different actions on the board. The round ends by moving the Neutral Marker on a Round Counter, which is also a signal to the AI Player that the Astronaut Players have finished their actions for a given round.
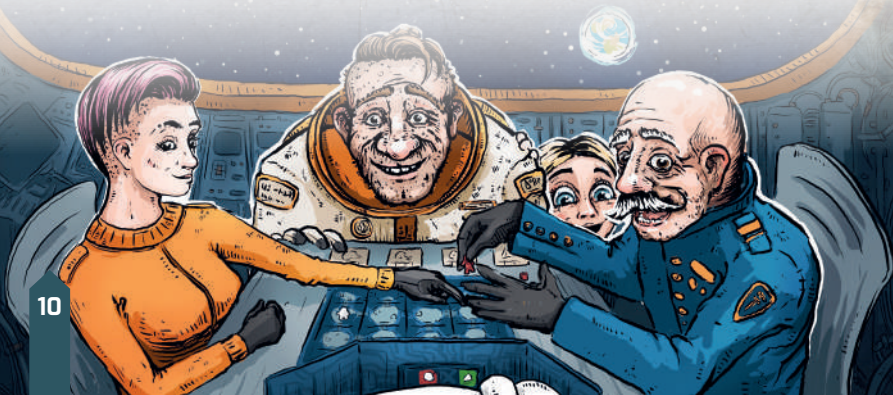
AI Phase

The AI Player decides on the message to send to the Astronaut Players, based on the Final Combination Card and their past actions.

- The AI Player uses a number of **Communication Tokens** indicated by the Scenario and places them how they wish behind the AI Screen. The Communication Tokens may touch or overlap in any way. All of them must be placed with the **image showing** and **fit behind the AI Screen**. The screen must be placed outside the game board and, after removing it, must be returned to the same exact spot.
- After placing the Communication Tokens, the AI Player lifts / moves the AI Screen to show the Astronaut Players the message that was sent to them. After removing the AI Screen, the AI Player cannot change the placement of the Communication Tokens.
- The only game-related communication allowed between the AI and Astronaut Players is through the Communication Tokens. **The AI Player is forbidden from speaking**, making gestures or facial expressions in relation to the ongoing Scenario or board state. If needed, general discussion of the game rules and the Scenario rules is allowed.

Examples of messages and their possible interpretations are given on pages 18-19.

Astronaut Phase

- Together, the Astronaut Players decide how to interpret the AI Player's message. They perform a set number of actions determined by the Scenario.
- A single action may be used for:
  » Moving an Astronaut Pawn from any Room Tile to any other Room Tile on the board.
  » Moving an Astronaut Pawn to any Room Tile on the board from outside of the board.
  » Removing an Astronaut Pawn from the board.
  » Changing the number shown on a single die to any other number (in Scenarios that use dice).

  There is no stacking limit to the number of Astronaut Pawns occupying a single Room Tile.
- Additionally, the Astronaut Players may use the 4 Security Key Cards and a set of Color and Neutral Markers. They may be used to indicate which elements of the Final Combination have been determined by the Astronaut Players and which are still uncertain.
- **Moving Markers on the Security Key Cards is not an action** and may be performed by the Astronaut Players at any time they wish during the Astronaut Phase.

- The Markers cannot be placed on the board, they can only be placed on the Security Key Cards.
- During the game, each Security Key Card (described below) can hold any number of markers of any color. However, when the Astronaut Players declare that they have solved the Final Combination, each Security Key Card must hold **exactly one Color Marker** as it is the way for the Astronaut Players to communicate that they know the proper colors of individual Keys.
- **At the end of their Phase, the Astronaut Players move the Marker on the Round Counter Card** to the next, lower number. This indicates to the AI Player to start working on a new message.

At no point during the game may the Astronaut Players communicate with the AI Player about anything related to the ongoing Scenario or agree on a specific way to communicate. For example:

- *Show us the* ✓ *Token, if the square Key has the correct color or show us the* ✗ *if we have to change the red to green.*
- *Place the Key Token sideways if a given Key is in the correct room.*
- *Place the Security Key information in such an order that it corresponds to the associated dice numbers.*

This row can be used when the Astronaut Players are **not sure** if the color, location or die value of the Security Key are correct.

This space can be used for the Color Markers, if the Astronaut Players are **not sure** if the color of the Security Key is correct.
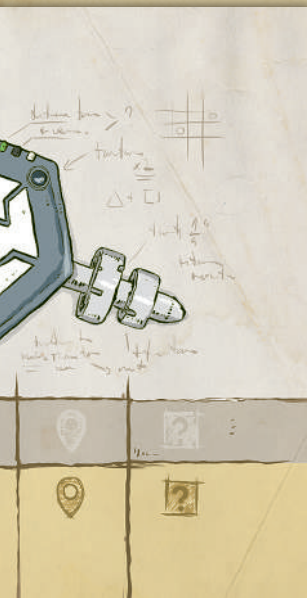
This space can hold a Neutral Marker if the Astronaut Players are **not sure** if the Security Key is in the correct location.

If a Scenario uses dice, the Astronaut Players can use this field to hold a single Neutral Marker if they are **not sure** that the die value is correct.

This row is used by the Astronaut Players when they are **sure** that the color, location, or die value of the Security Key are correct.

This space holds a Color Marker, if the Astronaut Players are **sure** that the color of the Security Key is correct.

This space holds a Neutral Marker if the Astronaut Players are **sure** that the Security Key is in the correct location.

If a scenario uses dice, the Astronaut Players use this field to hold a single Neutral Marker if they are **sure** that the die value is correct.

Game End

The game can end in two different ways:

a. **The Marker on the Round Counter Card reaches Hourglass ($\boxed{\text{⧗}}$).**
   At this point, the AI Player shows the Final Combination Card. If the Astronaut Players managed to recreate the Final Combination, everybody wins! If they failed to do so, everybody loses the game.

b. **The Astronaut Players recreate the Final Combination.**
   The Astronaut Players must place exactly one Color Marker on each Security Key Card and announce they are recreating the Final Combination by moving the Marker on the Round Counter Card to the Hourglass field ($\boxed{\text{⧗}}$). Next, the AI Player compares the Final Combination Card with the Astronaut Players' solution.

The game is won if every Security Key has the correct color and if all the correct pawns (in relation to their color) occupy the correct Room Tiles. If a Scenario uses dice, their numbers must also match. If even a single element is incorrect, the game is lost.

Next plays

We recommend that a single session of AI Space Puzzle should consist of playing a few Scenarios of varying difficulties.

After finishing a given Scenario, you can immediately play a different one. Repeat the setup (pages 6-7) and remember to select a new Final Combination Card (or use the reverse side of the previous Final Combination Card). You don't have to shuffle the Room Tiles but should if you want to increase the difficulty. If you wish, you may give someone else a chance to be the AI Player.

It is recommended to discuss the gameplay between Scenarios. Talk about your achievements, failures, communication, and miscommunication. This will help you to create a shared communication language.

AI Message Examples

Example 1.

The Astronaut Pawn on a Room Tile with an antenna, battery, and telescope should be assigned to the Hexagon Key or the Pawn assigned to the Hexagon Key should be placed on a Room Tile with an antenna, battery, and telescope.

Example 2.

Change the locations of the Triangle and Square Keys or change the colors of these Keys.

Example 3.

The Square and Round Keys have the wrong dice values assigned.

Example 4.

The Triangle Key should be located on a Tile with a telescope and battery and the Hexagon Key should be located on a Room Tile with only the telescope.

Example 5.

The Astronaut Pawn assigned to the Square Key should be placed on a Room Tile with 3 Room Symbols or a tile that holds a die with a value of 3.

Strategic Advice

- The Astronaut Players should use pawn movement to help the AI Player create sensible and valuable messages. After all, this is a cooperative game.
- Every person has their own way of communicating. The Astronaut Players should comment on the messages sent by the AI Player so that the future messages could better meet their interpretations. The game has been designed to let you experience that even a simple message can have many different interpretations.
- On many occasions, the Astronaut Players will be left with unused actions. It is wise to use such an action to move new Pawns onto the board or move the Pawns that occupy incorrect locations.
- The Astronaut Players should try to remember the AI messages from the previous rounds or they can use the Security Key Cards and the Neutral Markers as a type of notepad.

- Try to view Scenario rules as not only additional difficulties but also as opportunities to communicate in new ways – this will make you more effective!
- If the players are playing a number of Scenarios one after another, it is very helpful to talk between games. If you discuss the messages and interpretations from the previous game, the next game will be easier.

Patrons

FANI GIER

BOARDGAMES ZAKU

GryfGra

PLANSZEO

PLANSZOWE BESTIE

ON THE BOARD

Blog na wolny czas

BABA JAGA GRA i CZYTA