

DAMOCLES MISSION GAME RULES, PAGE 1

DAMOCLES MISSION™ Game



Rules Booklet

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Read This First:

The rules to the DAMOCLES MISSION game are organized by major topics, called Sections, arranged in the order in which they occur in the play of the game. Each such major topic is given a number and a name, following which is usually a General Rule or description that summarizes the rules in that Section. This overview of each rules Section is followed by numbered paragraphs, called Cases, that provide specifics of the rules. Note that the numbering of the Cases is a decimal form of the Section numbers.

Players should examine the sheets of tiles and counters and then quickly read through the rules, without trying to memorize them. The game should then be set up and a "trial run" made, with reference to the rules Cases as questions arise. In this way, a player can become accustomed to the game system before moving on to a full-fledged version of the DAMOCLES MISSION game.

Rules Questions:

We hope you enjoy this game. Should you have any difficulty in interpreting the rules, please write to TSR Hobbies, phrasing your question so that it can be answered by a simple sentence, word, or number. You must enclose a stamped, self-addressed envelope. Write to: TSR Hobbies, Rules Question Editor for DAMOCLES MISSION Game, PO Box 756, Lake Geneva, WI 53147.

Inventory of Game Components:

Each copy of the DAMOCLES MISSION game should contain the following components:

- One sheet of 50 die-cut cardboard tiles
- One sheet of 140 die-cut cardboard counters
- One rules folder

Each boxed copy of the DAMOCLES MISSION game (not the *Ares*™ Magazine edition) should also contain:

- Two dice
- One game box assembly

PROLOGUE:

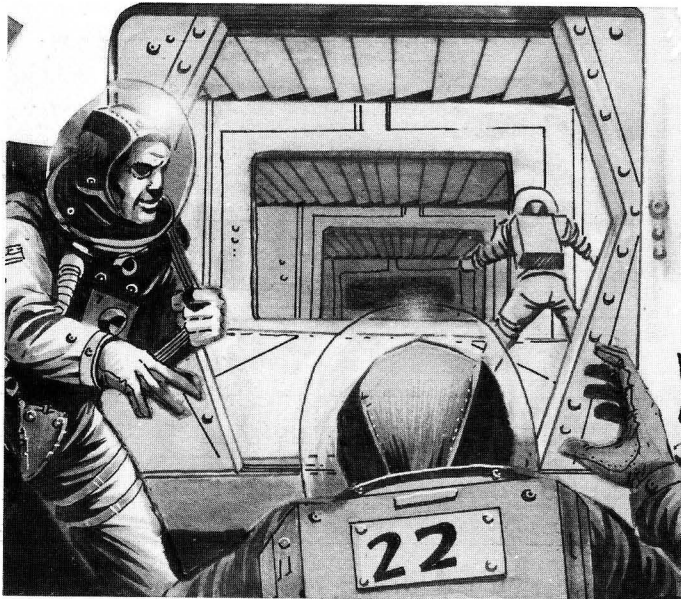
In May of 1988, an amateur astronomer detected what he thought was a comet between Jupiter and Mars, moving toward the sun. Within a few weeks this original sighting was creating a furor, for no tail was to be detected from the comet. As the larger telescopes were trained on the object, it soon became clear that this was in reality some artificial satellite entering the solar system.

As the object approached, there was much concern and not a little panic. Once the artifact moved within the orbit of

Mars, it began adjusting its trajectory and it soon became obvious that it was moving towards earth. Communications by a multitude of nations were attempted with the object, but to no avail. In the United Nations there were debates on how to greet the approaching object; some favored sending nuclear weapons to destroy it before it reached earth, others stressed more peaceful attempts at communicating. As the talks dragged on, the ominous intruder drew nearer. In August of that year, the giant artifact moved into a geosynchronous orbit above earth. It gave off no detectable emissions as it hung silently above the planet.

Even while the object was approaching earth, NASA was frantically organizing an emergency Shuttle mission to investigate this new neighbor. Officials were certain that the Soviets would send a manned expedition of some kind to visit the object, and perhaps even the Europeans would attempt to divert one of their rockets to study the earth's latest satellite. The race was on as to who would be the first to visit and explore the strange object. Meanwhile, the military also prepared what measures they could in case the object proved to be a threat to the human race.

NASA won the race to visit the artifact. Within two months of the object's arrival, the Space Shuttle *Discovery* was on its way to investigate. Containing a mixed group of astronauts and scientists, plus sufficient supplies and scientific equipment for the extended mission, the Shuttle held all mankind's hopes and fears of what might be the "First Contact" with an alien race. Popular journalism nicknamed the operation the "Damocles Mission," playing on the fears of the populace concerning the possible consequences should the mission prove a failure.



[1.0] Introduction

COMMENTARY:

The DAMOCLES MISSION™ game is a solitaire adventure which places the player first in the position of mission planners at NASA as they organize the mission. After the Space Shuttle *Discovery* and her crew rendezvous with the artifact, the player then assumes the role of the crew itself as it begins to explore and experience this first alien contact. As the investigation begins, the team knows the following facts about the artifact:

1. Extensive and varied radio communications beamed at the artifact have failed to elicit any response from it.
2. Upon rendezvous, initial investigations found several hatches which could be opened and places to comfortably dock the Space Shuttle *Discovery*. Once the hatch was opened, readings taken failed to reveal any atmosphere, internal gravity, or illumination.
3. To facilitate ease of exploration, a portable base camp was assembled and will be transported with the team as they begin their trek. This is set up every evening to allow the team members to doff their suits, replenish their oxygen supplies, and perform various maintenance tasks.

The game starts as the team enters the hatch and begins to investigate the first tile on their way into the artifact.

[2.0] Game Components

GENERAL RULE:

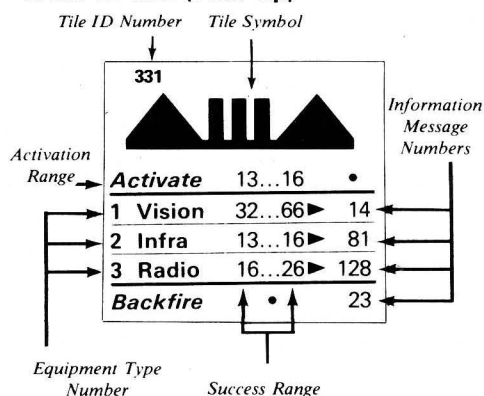
The DAMOCLES MISSION game consists of this rules booklet, fifty 1"×1¼" tiles, eighty ½"×½" counters, and sixty 1"×½" counters. Two six-sided dice, a pencil, and a flat playing surface are also required for playing the game.

CASES:

[2.1] The tiles represent various systems inside the alien artifact that the team will encounter.

As the team investigates these tiles, they will gain information concerning the purpose and origin of the artifact and discover whether these tiles are **On** or **Off**. The **On/Off** status of each of the tiles is examined at the end of the game to determine the level of victory.

SAMPLE TILE (Face-Up)



The **Tile ID Number** is a three-digit number in which the first digit represents the overall

tile color, the second digit the symbol color on that particular tile, and the third digit the tile symbol. The overall tile color separates the tiles into three groupings, each representing one of the different sections of the artifact. The symbol color ties together different sub-systems within the same section. The tile symbol represents the sub-system encountered in that tile. Thus tile #231 is in the green section (2), has a blue symbol color (3), and is a **Control** tile (1). (**Note: Control** tiles end with a 1 or 2; **Intel** tiles end with a 4, 5 or 6; and **Power** tiles end with a 7, 8 or 9.)

The **Equipment Type Number** is used to identify and record (via an Equipment Identity marker) which type of equipment was used to investigate the tile last.

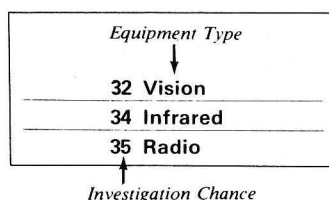
The **Success Range** consists of two numbers; when a tile is investigated, the player throws two dice. If his result is within the Success Range, he will be able to gain information about the tile by referring to the Information Message. If his dice result is *less* than the Success Range, the investigation results in a Backfire.

The **Activation Range** consists of two numbers. Once the player has turned **ON** a **Control** tile, he may attempt to activate it by rolling two dice. If the result is within the range, the tile is *activated* and may be used to alter the status of other tiles; if the result is ever less than the range, the tile turns Permanently **OFF** for the remainder of the game.

The **Information Message Number** identifies which message (see the Information Message Section at the end of the rules) must be read after a successful investigation or a Backfire.

The **Investigation Chance** on the face-down tile is a number which the player must roll less than or equal to on two dice before the tile can be turned over and the investigation continued.

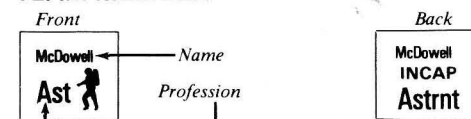
SAMPLE TILE (Face-Down)



[2.2] The ½" counters represent the various team members, the team itself, the Shuttle, their equipment, and the Equipment Identity, Activated, and Danger markers.

A Team Member counter has two sides, one representing a healthy and the other an incapacitated member.

TEAM MEMBER

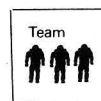


The front side identifies the member and indicates his profession; each profession has particular skills that may be called into use when investigating the artifact (see 6.0).

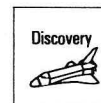
The Team marker and the Shuttle counter are used to locate the relative positions of

the team and their transport as the artifact is explored. The *Discovery* counter is placed on or adjacent to the first tile which is investigated. The Team counter is moved throughout the artifact as they explore it.

TEAM COUNTER



SHUTTLE COUNTER



The Equipment counters are used to denote which pieces of equipment are being carried by the team members and whether the equipment is currently operable or damaged.

EQUIPMENT COUNTER



While the piece of equipment is in operable condition, the front side of the counter is up; if the equipment is damaged, the back side of the counter is then used. On the back of the rules booklet is a Mission Sheet which the player may use during play to keep track of information. A Team Member counter and an Equipment counter should be placed on the spaces provided for each member of the team. This sheet will help the player remember the status of the members and equipment, and what equipment each member is carrying.

The Equipment Identity markers are placed on a tile that has been investigated to record the results of the information (**On** or **Off**) and which piece of equipment was used to perform that investigation (corresponding to the Equipment Identity number on the tile investigated).

EQUIPMENT IDENTITY MARKER

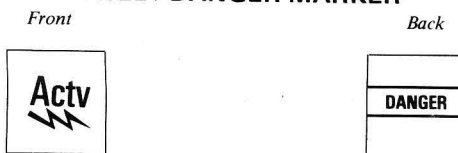


The front (green) side indicates the tile is **On**; the back (yellow) side indicates the tile is **Off**. Whenever the **On/Off** status of the tile changes during the game, the appropriate side of the marker should be turned face-up. The marker is placed on top of the tile and left there. Any Backfire results are also indicated by using the markers with a **B** printed on them; the green side indicates the tile is **On**, the yellow side **Off**.

The Activated markers are placed on any Control tile which is **On** and eligible to be used to activate other tiles in the same section of the artifact. The Danger markers are

placed on any tile which the Investigation Message reveals may contain danger (which is at that point unknown) or as a marker of the player's devising, reminding him, for instance, of damage to be taken when the team enters that tile.

ACTIVATED/DANGER MARKER



[2.3] The ½"×1" counters represent Accessways, and Impassable and Permanently Off markers.

Each Accessway counter has a blank side and a numbered side. When the game is set up, these are shuffled and placed blank side up on the playing surface to one side or another. Whenever an Accessway is discovered, one of these tiles is selected at random, flipped over to reveal its numbered side and appropriately placed.

ACCESSWAY MARKER

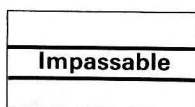
Close Chance



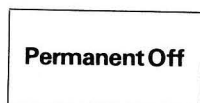
The Impassable markers are used to note those tiles which are impassable, as noted in the Information Messages. The Permanently Off markers are used to note those tiles which, either through the information messages or through team error, have been rendered Permanently Off for the remainder of the game.

IMPASSABLE/PERMANENTLY OFF MARKER

Front



Back



[2.4] Two six-sided dice are used in the play of the game.

These dice are read in two ways: a **one-die** reading and a **two-dice** reading. Rolling one die yields the normal 1-6 result. When rolling two dice, they must be read sequentially, rolling one at a time. The first result is the "tens" digit, and the second result is the "ones" digit of the resulting two-digit number. It is advised that either dice of different sizes or colors be used for these rolls, so that two dice may be rolled at the same time and read properly. If a red die and a white die were being used, and the player had designated the red die to be the tens digit, a roll of 4 on the red die and 6 on the white die would yield a two-dice result of 46, not 10.

Note: The use of team members' skills in play will have the player add or subtract modifiers from two-dice results. The result of these modifiers may yield numbers which may otherwise be unattainable on the dice. For example, subtracting 4 from a two-dice result of 21 yields 17, and subtracting 6 from a two-dice result of 31 yields 25. In the first example, the result would still not satisfy the conditions which require the player to roll 16 or less, but in the second example the results would satisfy a condition of rolling 26 or less. As long as the final modified number is less than or equal to the specified limit given, the roll is successful.

[3.0] Game Terms

Activated. Refers to a Control tile which is eligible to alter the On/Off status of other tiles of the same symbol color in that section.

Artifact. The alien craft.

Backfire. An attempted investigation producing a totally unpredicted result, which may be either beneficial or harmful. The result of a Backfire is generally bad for the health of the team.

Control Tile. A tile representing a sub-system of the artifact which allows manipulation of other sub-systems.

Incapacitated. When a team member becomes injured due to an accident. An incapacitated member will travel with the team, but may not operate any equipment. He may *carry* equipment, however. When an investigation message asks if a particular individual is present, incapacitated members do *not* count towards fulfilling the condition.

Information Messages. A numbered paragraph in the Information Message Section to which the player refers after the investigation of a tile. Depending on the conditions within the message, the player may be referred to another paragraph.

Information Points. Victory points accumulated by successfully investigating tiles.

Investigation. The act of attempting to gain information about a sub-system of the alien artifact, represented by a tile. Each tile has listed three types of equipment which may be used to investigate that tile. Other types of equipment may not be used on that tile.

Intel Tile. A tile representing a sub-system of artificial intelligence used to collect and process information.

Known Tile. A tile which is flipped over to reveal its symbol type.

Object. An alien item of some kind discovered by the team during an investigation.

On/Off Status. Represents whether the tile or section is On (meaning working and operational) or Off (inactive and incapable of working).

Power Tile. A tile representing a sub-system power source of any kind.

Random Determination. Asks the player to apply the results of a one-die roll to determine a choice. This is most commonly used when ascertaining against which side of a tile an Accessway counter is to be placed. The method is done as follows: assign a number to

each side of the tile. The top side would be 1, the right side 2, the bottom side 3, and the left side 4. If any one of these four numbers is rolled, that side is assigned the Accessway counter. If a 5 or 6 is rolled, the die is re-rolled until an eligible result is obtained. This same principle is applied with variations to any random situation.

Section. One major system of the artifact delineated by the overall color of the tile. There are three sections in the artifact.

Symbol Color. The symbol at the top of the face-up side of a tile appears in a color. Symbols of the same color in the same section are related.

Uncontrolled Tile. Refers to either a Power or Intel tile in a section being explored which has no Control tile of the same symbol color face-up in the same section. Thus, there is no chance for the player to control (alter its On/Off status) the tile.

[4.0] How to Set Up and Start the Game

GENERAL RULE:

The first time the DAMOCLES MISSION game is played, a Time Value of **200** is assigned to the player. This value is used to determine the number of days available to complete the exploration of the artifact and to return to the shuttle. This value is divided by the number of members in the exploration team (rounding all numbers up), and the result equals the numbers of days available. In each subsequent replay of the game, the level of victory (20.0) achieved in the previous game will yield a modifier which will either be added to or subtracted from this value of 200; the result is equal to the number of days available for the next play-through. The Mission Sheet on the back of the rules booklet is used to keep track of the number of days spent during each exploration. The player chooses the number of crew members each time he plays.

CASES:

[4.1] The player first chooses which members will make up the exploration team for this play-through.

He may choose between 3 and 6 members from the following groups:

Astronaut (Ast). There are four available astronauts. At least two astronauts must be taken to pilot the Shuttle on each mission. Astronauts are not considered scientists.

Astronomer (Am). A scientist with a solid knowledge of the cosmos, including galaxies and solar systems outside our own.

Biologist (Bio). A scientist knowledgeable in all aspects of biology, including the study of the relationship of man to tools and their use.

Engineer (Eng). A scientist with a solid knowledge of how things work, both mechanically and electronically.

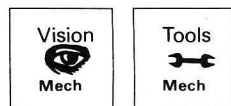
Physicist (Phy). A scientist specializing in high energy propulsion systems.

Semanticist (Sem). A scientist specializing in symbols, words, language, and the interrelationships among them.

[4.2] Once the team members are chosen, the player then chooses the pieces of equipment he wishes to bring with the team.

Each member of the team may carry only one piece of equipment, and some equipment may be used only by an individual skilled enough to interpret its data. The team may bring with them as many pieces of equipment as there are members in the team. The equipment is summarized as follows:

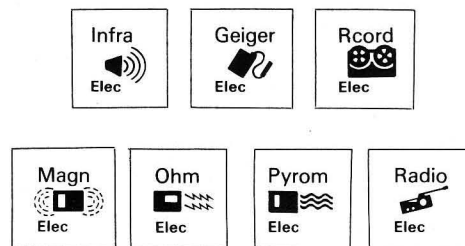
MECHANICAL EQUIPMENT



Vision Equipment. This involves various light sources, tactile investigatory methods, and other "hands-on" equipment which will not damage the item being examined. This may be used by anyone and *must* be taken along by the team.

Simple Tools. Cutting tools, hammers, torches, and so forth, designed to "break into" the item being examined. Only an *Astronaut* may use simple tools.

ELECTRONIC EQUIPMENT



Ohmmeter. Used to measure electrical activity. Anyone may use this equipment.

Magnetometer. Used to measure the strength of a magnetic field. Only an *Astronaut* may use the magnetometer.

Pyrometer. Used to measure heat radiation in small electronic equipment. Only an *Astronaut* or *Engineer* may use it.

Geiger Counter. Used to measure radioactivity. Only a *Physicist* or *Astronaut* may use the geiger counter.

Radio Receiver. Used to detect radio frequencies on a wide spectrum. Anyone may use this.

Infrared. Used to detect infrared radiations. Anyone may use this.

Recording Equipment. Includes all manner of electronic and visual record-making equipment. Anyone may use this.

[4.3] Once the team and its equipment are chosen, the player then separates the tiles by overall color (not by symbol color).

He will then have two piles of 17 and one pile of 16 tiles. He then places them face-down and randomly chooses 12 from each pile. The tiles not chosen are not used for this play-through, and are placed aside.

The player then randomly chooses one tile from each pile, shuffles the three tiles blindly, and picks one at random. This is the tile of entry into the artifact, and the other two are placed back in their respective piles.

The player marks off one day on his Mission Sheet. He then selects the counters representing the Shuttle, the team, each team member, and the piece of equipment each team member carries. The counters representing the team and the shuttle are placed next to the tile; the team members are laid out on the Mission Sheet, with the equipment each member is carrying in the box next to him. All these counters should be displayed with the undamaged side facing up. The player then places all the Accessway counters blank-side-up in a pile near the playing area. These should be thoroughly mixed.

The player then begins the Sequence of Play (7.0), which will guide him through the play of the game.

[5.0] Equipment and Its Use

GENERAL RULE:

To investigate a tile, the player must select one of the three kinds of equipment listed on the unknown side of the tile. Each piece of equipment has an Investigation Chance, which the player must roll less than or equal to on two dice before the tile can be turned over. The investigation may have resulted in a Backfire, which will not be known to the player until the tile is flipped over and the Success Range checked. Each type of equipment will discover something different about the tile, and each has its own range for success or Backfire.

CASES:

[5.1] Each team member may carry one piece of equipment at a time.

If a team member is incapacitated during the exploration, he and his piece of equipment will travel along with the team, but the equipment cannot be used unless carried by another team member. Should a team member die during the investigation, his equipment may either be left behind or taken by another team member (who must then leave his equipment behind). The team may later return to a tile where equipment has been left and reclaim it during the course of the game. Equipment may be switched only in Step 8 of the Sequence of Play (7.0).

[5.2] Equipment is divided into two categories: Electronic and Mechanical.

Electronic equipment has a higher chance of becoming damaged (see 15.0), and may also be repaired by any Astronaut or Engineer. Mechanical equipment has a lower chance of damage, but cannot be repaired. When equipment is damaged during a game, it is flipped over to its *damaged* side.

[5.3] Each type of equipment can be broadly categorized as to its effectiveness and efficiency in terms of the game.

Vision Equipment. Usually has a high investigation chance, but also a high Backfire probability. Useful, but dangerous.

Simple Tools. Has a medium investigation chance and a medium Backfire; definitely a "blast of dynamite" approach.

Ohmmeter. Has a medium investigation chance and a low Backfire chance. When it does Backfire, the results are often impressive (usually in an unfortunate way).

Magnetometer. Has a medium investigation chance with a low Backfire.

Pyrometer. Has a very low investigation chance with almost no chance of Backfire.

Geiger Counter. Has a low investigation chance and a low Backfire chance.

Radio Receiver. Has a medium investigation chance and a medium Backfire.

Infrared Detector. Has a medium investigation chance and a medium Backfire.

Recording Equipment. Used only to reread previously investigated messages.

The Information Messages contain descriptions related closely to the type of information that would be discovered by the piece of equipment being used in that circumstance. The player should be guided in his choice of equipment and method of investigation by the knowledge of what each piece may do and what may be learned, as well as by the raw percentage chances for the equipment that is indicated on the tile face.

[5.4] Equipment may become damaged as a result of investigation.

Unless otherwise specified, the equipment damaged is the type being used to investigate the tile. Damaged equipment may be repaired by any healthy Astronaut or Engineer who is with the team (see 15.0).

[6.0] Skills and Their Use

GENERAL RULE:

Each team member will have a certain skill or skills intrinsic to his profession. Each type of skill will give certain benefits to the team as they proceed with the exploration of the alien artifact. Some skills give specific advantages throughout the game, while others will only be called into play by the information messages. It is entirely possible that a specific skill will not be used on a particular exploratory attempt. The following skills are ascribed to the specific team members:

Astronaut. Needed to fly the Shuttle to and from earth. May attempt to repair damaged electronic equipment. Information messages may require his presence. Usually required in attempts to make use of the artifact.

Engineer. Subtracts 6 from any investigation or Activation dice rolls involving a known Control tile (this subtraction may *not* cause a successful roll to become a Backfire). May attempt to repair damaged electronic equipment. Also may be called into play during investigation through messages.

Biologist. Possibly called into play through the information messages.

Astronomer. Possibly called into play through the information messages.

Physicist. Subtracts 8 from any investigation dice roll on a known Power tile (this subtraction may *not* cause a successful roll to become a Backfire). May be called into play through the information messages.

Semanticist. Subtracts 2 from any investigation dice roll on a *face-down* tile while using Vision Equipment (this subtraction may *not* cause a successful roll to become a Backfire). Possibly called into play through information messages.

[7.0] Sequence of Play

GENERAL RULE:

The DAMOCLES MISSION game is played according to the following sequence of Steps, which must be implemented in the order specified. After the last Step has been completed, the player returns to the first Step and begins again. The sequence is designed to allow the various, separate game functions to occur in the correct order relative to the expenditure of time. The game ends whenever the player has the team return to the Shuttle with the intention of traveling back to earth or runs out of days, whichever occurs first.

After the game has been set up (see 4.3), the player should begin the game, commencing with Step 1.

Step 1. The team may now investigate any face-down tile to which they are adjacent (except a tile that the team has just left).

Choose a piece of equipment that is being carried by a team member; it must be one of the eligible pieces of equipment listed on the face of the tile that is to be investigated. Next to the equipment type on the tile face is an Investigation Chance. That number must be rolled less than or equal to on two dice. The roll may be modified due to the investigating team member's skill (see 6.0).

Any number of rolls for any combination of equipment types may be tried until a successful result is obtained or the player decides to move on. When a successful result occurs, the tile is flipped over and the player moves on to Step 2. If the player wishes to move on without a successful result, go to Step 4.

Note: Any time doubles are rolled (i.e., the same number on both dice) during this procedure, one day has elapsed.

Step 2. The team now discovers the results of their successful investigation of the tile.

Once a tile has been flipped over, the Success Range for that equipment type should be examined. If the die roll result is less than the Success Range, a Backfire has resulted and the player should refer to the Backfire message printed at the bottom of the tile. If there is no Backfire, the Information Message corresponding to the equipment type that was used in the investigation should be referred to. In either case, the player then reads the appropriate message and implements any actions the message indicates.

If there is a "No Information" message, go to Step 3. If there is any other kind of message, proceed to Step 4.

Step 3. The team may attempt another investigation of the tile.

If the first message gave a result of "No Information," then a second investigation may be attempted by using a second kind of equipment. The player now knows not only the Investigation Chances of the various equipment types, but also the Backfire chances.

Steps 1 and 2 are repeated for this new investigation. If the team discovers another "No Information" result, no further investigations of this tile may be attempted, and the player must go to Step 4.

Note: As in Step 1, a roll of doubles uses up one day for the team.

Step 4. The team must move onto any tile which is adjacent to the Accessway counter it now occupies.

Step 5. The team may now try to Activate a Control tile.

If the team does not occupy a Control tile or is on a Control tile that is Off, proceed to Step 6.

If the team occupies a Control tile that is ON, they may now attempt to Activate this tile and use it to alter the On/Off status of any tile in that section of the artifact with the same symbol color as the Control tile.

Each Control tile has an Activation Chance printed on it. The player now rolls two dice to Activate the tile. If the result is within the Activation Chance range, the tile becomes Activated. Once Activated, the Control tile may be used to alter the On/Off status of other tiles. Each successful result allows the player to alter one tile, changing it either from On to Off or from Off to On. Any number of tiles may be altered from one Control; each tile to be altered must have a separate Activation roll attempted for it each time its status is to be changed. Any number of Activation attempts may be made from a Control tile that is On.

If a Backfire occurs during this procedure (that is, the player rolls a result that is less than the lower number of the Activation Chance range), it results in that Control tile being turned Permanently Off for the remainder of the game. Place a Permanently Off marker on the tile.

Note: Whenever doubles are rolled during an Activation attempt, one day is expended.

Step 6. The player may now attempt to have any team member who is incapacitated recover from his wounds.

The player rolls one die. If the result is a 1, the member recovers; if the result is a 6, the member dies. No other die roll has any effect. Only one roll may be attempted for each member per turn.

Step 7. The player may now attempt to fix any damaged electronic equipment.

The team must have a healthy Astronaut or Engineer present to attempt any repairs. The player rolls one die. If the result is 1, the equipment is fixed; if the result is 6, the equipment is broken and may not be fixed for the remainder of the game. No other die roll has any effect. Only one roll may be attempted for each piece of equipment per turn.

Step 8. The player may now reallocate the pieces of equipment among the team members.

Only equipment in the possession of a healthy team member may be used for investigation in Step 1.

Step 9. The player now checks to see if any Accessways have closed.

Each Accessway adjacent to the tile the team occupies must be checked. The player rolls two dice for each adjacent Accessway counter. If the result is greater than the *Close Chance* listed on that counter, the Accessway has closed and the marker is removed from play. Any result less than the *Close Chance* results in the Accessway remaining open (at least, for the time being).

Step 10. The team may now attempt to find Accessways leading out of the tile they occupy.

If the team occupies a Power tile, roll dice until a 16 or less results; for an Intel tile, until a 26 or less; for a Control tile, a 33 or less. A successful result indicates an Accessway

has been found. The player should randomly determine which side of the tile the Accessway is found on (any side is eligible, including sides which already have open Accessways).

An Accessway counter is then selected from the pile and placed against the indicated side. The player may now place another tile face down and adjacent to the Accessway marker, if no tile already is there. The team may continue to search for another Accessway if they so desire. There may be a maximum of three Accessway markers adjacent to a tile at any one time.

After all searching for Accessways has been concluded, the team must move onto an adjacent Accessway counter. *The action of moving onto a newly discovered Accessway counter uses up one day of time.* The team may use Accessways that have been previously found at no extra cost in days, but each time they enter a tile, the player must check to see whether or not any Accessways have closed.

Note: If doubles are rolled at any time during the search for Accessways, one day of time is used up.

Once Step 10 is completed, the player returns to Step 1 and continues through the Sequence of Play again.

[8.0] How to Investigate a Tile

GENERAL RULE:

The only method of obtaining information about the alien artifact is by investigating the tiles. Each tile represents one specific sub-system within the artifact. This sub-system may be able to accomplish "work" on its own, or it may need other sub-systems linked with it. The player should attempt to investigate each face-down tile he encounters, carefully choosing the piece of equipment to perform the investigation. Once the investigation is successful, the tile is flipped over to reveal data, including Information Messages. Reading these messages will give the player information about the sub-system in this tile and may send the team off on further investigations. The team may only investigate the tile with one piece of equipment, unless a "No Information" message is obtained on the first investigation; in this instance, the team may use another piece of equipment for a second investigation. Also, information messages may allow the team a second chance of investigating a tile. The player must carefully balance the Investigation Chance of each eligible piece of equipment with its known chance of Backfire (see 5.0) in order to investigate a tile with the minimum of risk.

CASES:

[8.1] When investigating a face-down tile, any combination of carried equipment types may be used until a successful roll results.

The team may, for instance, first try vision (failure), then switch to pyrometer (failure) then return to vision (success). Once a successful result is obtained, the tile is flipped over, and the Success Range for that piece of equipment is examined. If the die result is less than the listed Success Range, the Backfire message

(listed at the bottom of the tile) is read. Otherwise, the Information Message for that particular equipment type is read. Any instructions in the appropriate message are to be followed.

If a "No Information" message is obtained from the first investigation, a second investigation may be conducted with the tile face-up. Now the player will know not only the Investigation Chances, but the Backfire Chances as well. This second attempt may be done now or at any later time when the team may be passing through the tile. If the second message also results in a "No Information," no other attempt at investigation may be made on that tile.

If an Information Message allows the player to investigate a tile a second time, the results of the second investigation will determine the status of the tile at the end of the investigation. For instance, if the first investigation resulted in the tile being On and the second in the tile being Off, the final result would be that the tile has turned Off.

[8.2] An Investigation Message will indicate whether the sub-system is On or Off.

Before the team leaves the tile, the player should place an Equipment Identity marker on the tile, indicating the ID number of the equipment type used for the last investigation and whether the tile is On or Off. The green side of the marker indicates the tile is on and the yellow side that it is Off; a Backfire marker should be used in the same way. If only one investigation has been attempted with a "No Information" message resulting and the team then leaves, the player should note on his Mission Sheet this information so that, if he ever returns to this tile, he may then attempt the second investigation.

[8.3] No more than two investigations per tile may be attempted.

The information messages may yield a conditional result which may require rechecking on a future day, such as "Until turned Off, this tile will generate a 2G gravity field inside the artifact. Treat this tile as On." The player may wish to turn this tile off at some future time and place from an Activated Control tile. To keep track of this information, the player should use the tile ID number found in the upper lefthand corner to write a note on his Mission Sheet as a reminder.

The investigation of a tile ends when (1) a message other than a "No Information" result has been found; (2) the team moves on without having flipped the tile over; (3) a second investigation has been carried out (assuming a "No Information" was received on the first investigation or an Information Message has allowed a second investigation). Once the investigation is over, Step 4 of the Sequence of Play must take place.

[8.4] During the investigation of a tile, whenever doubles are rolled on the dice, one day has elapsed.

Doubles may occur in Steps 1, 3, 5 and 10 of the Sequence of Play.

[8.5] If the team returns to a tile where they have already completed their investigation, they may re-read the Information Message as indicated by the Equipment Identity marker.

When this message is read, any activities it calls for must be enacted. Thus, if the player has forgotten that this particular tile incapacitated a team member and reads the message, he will have another team member become incapacitated.

[8.6] A tile which becomes Permanently Off due to the result of an Information Message may never be turned On again.

Place a Permanently Off marker on the tile. The team may safely pass through this tile, but they may never alter its status in the future.

[8.7] A tile which is Impassable due to the results of an Information Message may never be crossed by the team.

Place an Impassable marker on the tile. If the team later manages to alter the status of this tile from an Activated Control tile, the marker is then removed.

[8.8] If the first tile the team investigates proves to be Impassable, the game must be begun again.

Select one tile from each of the three sections, shuffle them, and choose one randomly. This will be the section the team will begin to investigate. The team loses 5 days finding another opening. The process will be repeated until the team finds a tile which may be crossed.

[9.0] Control Tiles



GENERAL RULE:

Tiles with this symbol appearing on their face-up side are classified as Control tiles. They represent various sub-systems in the artifact which allow the team to alter the status of other tiles (sub-systems), to alter the status of entire sections (delineated by tile color), or even, ultimately, to affect the artifact as a whole. It is through intelligent use of the Control tiles that a player increases his chance of victory in the game.

CASES:

[9.1] Control tiles are investigated in the same manner as the other two tile types, except that once an On result is achieved, that tile may be Activated.

The tile must first be On before an Activation attempt may be tried. On each Control tile, there is an Activation Range. The team, by using one of its healthy members, attempts to activate the tile by rolling two dice until a result is obtained that is within the range given. If any result is *less than* the range given, the tile immediately turns *Permanently Off* for the remainder of the game. If doubles are rolled at any time during this process, one day is expended.

Once the Activation roll succeeds, an *Activated* marker is placed on the tile. From then on, any other sub-system (except for other Control tiles) of the same symbol color in the same section of the ship may have their On/Off status altered by use of this tile. To do so, a team member must once again attempt a successful Activation dice roll while on that tile. If the result is successful, the status of the

uncontrolled tile in question may be altered On or Off as desired. Each tile that the player wishes to alter must be rolled for individually. If at any time a result is *less than* the Activation Range, the Control tile turns *Permanently Off*.

[9.2] An Activation attempt may be performed only while the team physically occupies the Control tile in question.

Changing another tile's On/Off status via the Activation procedure may alter the effects that tile has on play. The player should make sure to implement any changes that the alteration of the status of a tile may cause.

Example: An uncontrolled Power tile has been turned On by the team's initial investigation and results in artificial gravity being generated, thus slowing the team's movement. Later in play, the team reaches a Control tile of the same symbol color, Activates it, then turns the Power tile Off. This action shuts the artificial gravity off as well.

Since victory is measured partly in how many *sections* of the artifact are turned On, and whether or not a section is On is based on how many tiles within that section are On, using Control tiles to alter the On/Off status of tiles directly relates to victory levels that the player achieves.

[10.0] Artificial Intelligence Tiles



GENERAL RULE:

Tiles with this symbol appearing on their face-up side are classified as Intel tiles. They represent various sub-systems of the artifact related to the processing and collecting of information. While Off, these tiles usually represent no threat to the team. While On, they may attempt to do any number of things, from examining the team to attempting to communicate with them. Having a number of uncontrolled Intel tiles in any one section is not necessarily a dangerous situation for the team. In all cases, the Information Messages for each tile will explain its use.

[11.0] Power Tiles



GENERAL RULE:

Tiles with this symbol appearing on their face-up side are classified as Power tiles. They represent various sub-systems of the artifact related to power sources of different kinds. While Off, these tiles usually represent no threat to the team. While On, they will be a constant source of danger unless shut Off. Of course, some systems in the artifact need power to operate, and some Power tiles must be On for victory purposes. The player must balance the need for these tiles carefully. If the team is exploring a section which has in it a number of Power tiles which are On, their chances of causing incapacitating damage to themselves are great.

[12.0] Exploring the Artifact

GENERAL RULE:

The artifact is explored by moving the team from tile to tile, investigating each one as the team moves along. Moving through the artifact expends time in units of one day, which are tallied on the Mission Sheet by the player. As exploration of one section of the artifact is exhausted, a new section is begun. Once all the tiles have been explored or time is running out, the team returns to the Shuttle and tallies victory. The player should allot enough time to allow the team to return safely to the Shuttle.

CASES:

[12.1] As the team moves from a tile to a new Accessway, one day is expended.

This amount of time needed to move through the artifact may be altered due to situations which develop during play and the investigations of the tiles. Whenever the team retraces its tracks through the artifact, they do not use up a day upon entering a known Accessway. However, each time the team is on a tile, the player must roll the dice to see if any of the Accessways adjacent to that tile have closed. The team may have to use up their time searching for new Accessways.

Time (in units of one day) is also expended whenever doubles are rolled on two dice in the performance of any game function at any time (except when checking to see if Accessways have closed). As these days are expended, the player should keep track of them on the Mission Sheet.

[12.2] Upon placing an Accessway adjacent to the tile the team currently occupies, a face-down tile is placed there (if no tile already exists).

There may never be more than three Accessways adjacent to a tile at any one time. There may be up to two Accessways connecting two different tiles.

[12.3] The kind of tile the team occupies will affect their chances of discovering new Accessways.

If the team occupies a Power tile, a **16** or less must be rolled on two dice to discover an Accessway. If the team occupies an Intel tile, a **26** or less must be rolled. For a Control tile, a **36** or less must be rolled. Any number of rolls may be attempted until a way is found. Once found, an Accessway counter is picked from the pile and placed face-up on a randomly determined side of the tile. **Note:** If the type of tile is unknown, the discovery roll must be **26** or less.

[12.4] Any markers used as reminders to the player (e.g., Danger, Permanently Off, etc.) are placed in any location convenient to the player on the tile as the information is revealed.

[12.5] Once a section has been chosen at random during the set-up (see 4.0), the player must choose new tiles from that section's pile of unused tiles.

Once all the allotted tiles of that section have been exhausted, a new section may be entered (chosen at random) and that section is explored until exhausted. Often an Information Message will allow the player to explore a new section from the tile the

team currently occupies, and if there is a choice as to which section to choose, it should be made randomly. Most times in play all available tiles for a section will be connected by Accessways, but occasionally sections will be broken up. This is to be expected.

[12.6] During the game a player is expected to jot down on the Mission Sheet short notes concerning certain tiles of interest.

Unless the team is carrying recording equipment, no Information Message may ever be re-read after being investigated unless the team currently occupies that tile when the message is checked again. Obviously, a player may circumvent this rule in any number of ways, but the game will lose much of its suspense if he does so.

[13.0] Accessways

GENERAL RULE:

The Accessways lead the crew from one tile in the artifact to another. When the team investigates a tile, they are considered to be investigating it from the Accessway they currently occupy. Once a tile has been successfully investigated, the team must move onto the new tile unless it proves to be Impassable in which case they then move back to the tile they just left. The team spends one day moving from a tile to a new Accessway; they do not spend time moving back through Accessways that have already been discovered. Each time the team enters a tile, the player must check to see if any Accessways that are adjacent to the tile have closed. There may be a maximum of three Accessways adjacent to a tile at any one time.

[14.0] Team Member Incapacitation and Death

GENERAL RULE:

As a result of investigating the artifact, members of the team may become incapacitated or even die. Usually the team member who is incapacitated is the one holding the equipment that was used in the investigation. Sometimes a random member must be chosen, according to the results of an Information Message. If a member is incapacitated, he may recover over time. During Step 6 of the Sequence of Play, one die is rolled for every member currently incapacitated. If a **1** is rolled, the member recovers and becomes fully active again. If a **6** is rolled, the member dies of his wounds. Incapacitated members travel with the team at no penalty to the team's movement, but they may not use equipment or their skills. The counters representing members who are incapacitated should be flipped over to their incapacitated side.

[15.0] Equipment Damage and Repair

GENERAL RULE:

As a result of investigating the artifact, the equipment may become damaged. Most often it is the equipment being used in the investigation which is damaged. Sometimes a random piece must be chosen, according to the instructions of an Information Message. Equipment (usually only electronic, though a message might allow mechanical as well) may

only be repaired by an Astronaut or an Engineer during Step 7 of the Sequence of Play. One die is rolled for every piece of equipment currently damaged. If a **1** is rolled, the equipment is repaired. If a **6** is rolled, the equipment is damaged beyond repair and is removed from play. Damaged equipment may be carried along with the team at no penalty. The counter representing the damaged piece of equipment should be flipped over to its *damaged* side.

If a team member dies during the game, the equipment he was carrying may be exchanged for another member's equipment. The team must leave one piece of equipment behind as they continue to explore the artifact. They may later come back to reclaim the equipment as desired. Place the Equipment counter on the tile with the side up indicating if it was damaged or operational.

[16.0] Sections of the Artifact

GENERAL RULE:

The three sections of the artifact are delineated by the overall color of the tile. There are 17 white tiles, 17 green tiles, and 16 yellow tiles. Only 12 of each are used in any one particular play-through. Once the investigation of a section has begun, it continues until the tiles for that section are depleted or an Investigation Message is read resulting in a new section being found.

CASES:

[16.1] Each section represents a separate functional unit within the overall structure of the artifact.

The Information Messages related to each section will, by implication, explain the functioning of each.

[16.2] At the end of the game, the number of tiles which are On in each section will determine whether or not that section as a whole is considered On (or operational) and will affect in part the player's level of victory.

Various Information Messages will also ask the player to determine whether a section is On or OFF at that particular point in the game. Below is a list, by section, of how many of each tile type must be On in that section for it to be considered On:

White Section: 2 Control
2 Intel
4 Power

Green Section: 2 Control
4 Intel
2 Power

Yellow Section: 2 Control
2 Intel
1 Power

[17.0] Information Messages

COMMENTARY:

The numbered messages at the end of the rules give the player the heart and soul of the DAMOCLES MISSION game. They are revealed as a result of investigations of the tiles and *should never be read independently of that procedure*. In other words, unless

some specific instruction tells the player to read a message, he should not look at that paragraph. When examining any particular message, the player should take care not to examine any adjacent message; this knowledge will lessen his enjoyment of the game.

Many of the messages instruct the player to examine a current situation for certain requirements, with the result possibly sending the player to another message. In any of these cases, the player should take into account only information which he knows to be true or false *at the instant of the examination*. Thus, if it takes 5 Power tiles being On in this section of the artifact to turn On another section, and there are only 4 On at the time the player checks them, the additional section in question does *not* turn On later in the game if a fifth Power tile goes On, unless the team returns to that tile and re-reads the message.

Information Messages pertaining to a particular tile and equipment use may be read at the time of initial investigation and at any later time if the team returns to that tile. If recording equipment is carried by the team, however, it may be used to read any message at any time during Step 7 of the Sequence of Play (in effect, the team has made notes as to what they have discovered). The effects of any recorded message will occur *only* if the team is *physically present* in the tile where the message was found and *reading the message* a second time.

Included in these messages is a simple panic-preservation system which simulates the effects of stress on the team members in a totally new situation. This system involves careful tally of the time the team has been in the artifact, and it allows the pressure on the team to get worse as time goes on. The player should be aware that the longer the team remains inside, the greater the risk of Backfire and incapacitation.

These messages relate the type of information gained to the method of investigation in a substantive way. When a player chooses a type of equipment with which to investigate a tile, he should not use the Investigation Chance as the only deciding factor to guide his choice, but also what *type* of information he wishes to gain.

[18.0] Information Points

GENERAL RULE:

Through the successful investigation of the Information Messages, the team will gain Information Points. These points are used to (1) increase the chance of successfully investigating the remaining tiles in that section; (2) increase the chance of successfully investigating the remaining tiles in the artifact; and (3) increase the level of victory.

CASES:

[18.1] As each point is gained, the player should record it on his Mission Sheet.

For each point gained, 1 is subtracted from any investigation roll from then on. This subtraction *cannot* change a successful roll into a Backfire.

[18.2] Whenever the team enters a new ship section, 3 is subtracted from the present Information Point total.

This penalty is meant to encourage the

player to investigate a section completely before moving on. Note that the Information Point total can never be less than zero.

[18.3] At the end of the game, the Information Point total is subtracted from the Time Value given with the level of victory.

This result may increase the level of victory of that play-through and will decrease the Time Value of the next play-through.

[19.0] Alien Objects

GENERAL RULE:

Throughout their exploration of the artifact, the team may encounter various alien objects which they may be able to operate and carry around with them. Successful use of these items will increase the team's chances of investigating further sections, and may later be called into play through the Information Messages.

These items may be carried by any non-incapacitated member of the team *in addition* to any piece of equipment he may already be carrying. The artifact's "name" or description (as given by the information message) is noted on the Mission Sheet along with the team member who is carrying it. The effects of the particular object will be noted in the Information Message where it is found.

[20.0] How to Win and Replaying the Game

GENERAL RULE:

Victory in the DAMOCLES MISSION game is based on a combination of successfully exploring the artifact and keeping the team members alive and healthy. Also, the amount of knowledge mankind gains from this exploration will increase the level of victory.

CASES:

[20.1] To ascertain the level of victory achieved once a game is completed, the player uses the list given below and finds the description which best describes the current status of the artifact and the expedition team.

Once the description which most accurately describes the situation is found, the player will be given a numerical rating with the description. From this value is subtracted the number of Information Points the team has accumulated through their investigations. The result is added to the Time Value of the game just completed to determine the Time Value used for the next play-through. In this manner, the better a player does in one play-through, the fewer days he will have to complete the next exploration of the artifact, and the worse he does in one game, the more days he will have in the next.

1: The expedition team cannot return to earth *or* are all incapacitated (+120). The mission is a Total Failure.

2: More than half the team is incapacitated, no sections of the artifact are turned on, but the team can return to earth (+100). The mission is a Total Failure.

3: Fewer than half the team (but more than one member) are incapacitated, no sections of

the artifact are turned on, and the team may return to earth (+80). The mission is a Failure.

4: Fewer than half the team (but more than one member) are incapacitated, one section is turned on, and the team may return to earth (+60). The mission is a Failure.

5: Only one member of the team is incapacitated, no sections are turned on, and the team may return to earth (+40). The mission is a Disappointment.

6: Only one member of the team is incapacitated, one section is turned on, and the team may return to earth (+20). The mission is a Disappointment.

7: No members are incapacitated, no sections are turned on (0). The mission is Inconclusive.

8: Only one member of the team is incapacitated, two sections are turned on, and the team may return to earth (-20). The mission is a Modest Success.

9: One section is turned on, the team is able to return to earth (-40). The mission is a Modest Success.

10: Two sections are turned on, the team is able to return to earth (-60). The mission is a Significant Success.

11: Three sections are turned on, the team is able to return to earth (-80). The mission is a Significant Success.

12: The team has gained control of the artifact (-100). The mission is a Total Success.

13: The artifact may be maneuvered by the team (-120). The mission is a Total Success.

[20.2] The methods of gaining control of the artifact are detailed in the Information Messages.

[20.3] The modification for Information Points increases the level of victory as well as affecting the Time Value.

The level of success for a mission is given with the descriptions in 20.1. For each 20 Information Points received during a play-through, the level of victory may be increased by one in the player's favor. For instance, if the player found that paragraph number 9 described the situation at the end of the game and he had accumulated 20 Information Points, he would achieve a victory level of Significant Success as described in number 10 rather than the Modest Success of number 9. If he achieved the conditions of number 8 instead, then the 20 Information Points would increase his victory to number 9, but his level of victory in this case would not be changed.

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