

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:

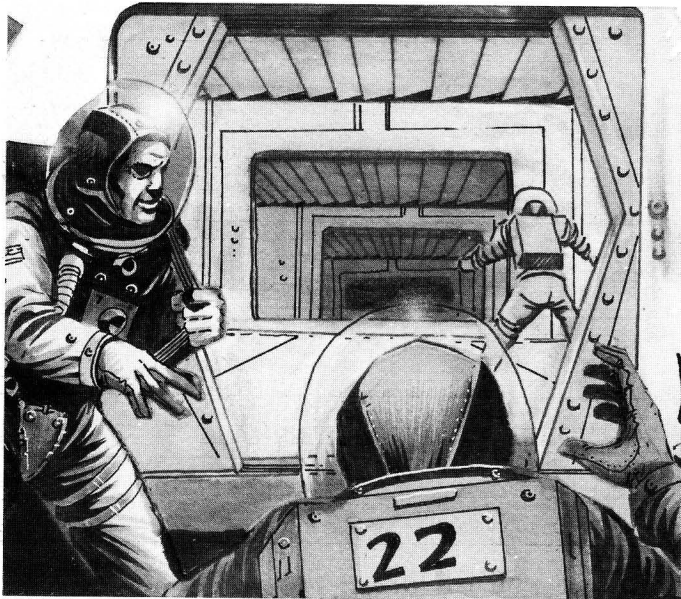
In May of 1988, an amateur astronomer detected what he thought was a comet between Jupiter and Mars, moving toward the sun. Within a few weeks this original sighting was creating a furor, for no tail was to be detected from the comet. As the larger telescopes were trained on the object, it soon became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

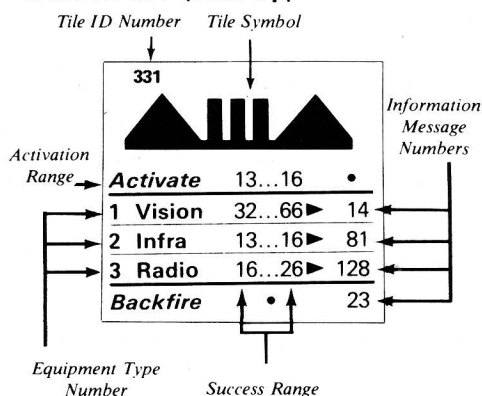
The DAMOCLES MISSION game consists of this rules booklet, fifty 1"×1¼" tiles, eighty ½"×½" counters, and sixty 1"×½" counters. Two six-sided dice, a pencil, and a flat playing surface are also required for playing the game.

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.

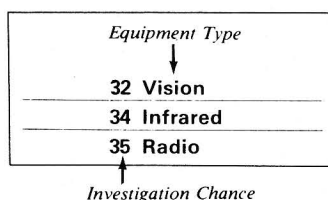
The **Success Range** consists of two numbers; when a tile is investigated, the player throws two dice. If his result is within the Success Range, he will be able to gain information about the tile by referring to the Information Message. If his dice result is *less* than the Success Range, the investigation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

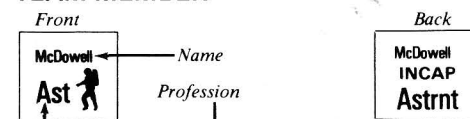
SAMPLE TILE (Face-Down)



[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

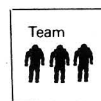


The front side identifies the member and indicates his profession; each profession has particular skills that may be called into use when investigating the artifact (see 6.0).

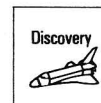
The Team marker and the Shuttle counter are used to locate the relative positions of

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



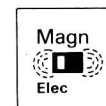
SHUTTLE COUNTER



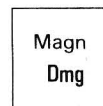
The Equipment counters are used to denote which pieces of equipment are being carried by the team members and whether the equipment is currently operable or damaged.

EQUIPMENT COUNTER

Front



Back



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.

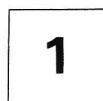
The Equipment Identity markers are placed on a tile that has been investigated to record the results of the information (**On** or **Off**) and which piece of equipment was used to perform that investigation (corresponding to the Equipment Identity number on the tile investigated).

EQUIPMENT IDENTITY MARKER

Front



Back



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

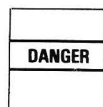
placed on any tile which the Investigation Message reveals may contain danger (which is at that point unknown) or as a marker of the player's devising, reminding him, for instance, of damage to be taken when the team enters that tile.

ACTIVATED/DANGER MARKER

Front



Back



[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

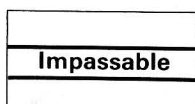
Close Chance



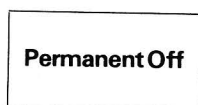
The Impassable markers are used to note those tiles which are impassable, as noted in the Information Messages. The Permanently Off markers are used to note those tiles which, either through the information messages or through team error, have been rendered Permanently Off for the remainder of the game.

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 die 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.

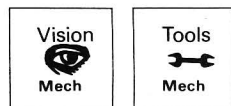
Physicist (Phy). A scientist specializing in high energy propulsion systems.

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:

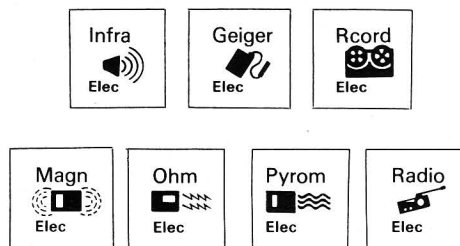
MECHANICAL EQUIPMENT



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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INFORMATION MESSAGES

These messages are arranged in numerical order from 001 to 258. They should **not be read through**; examination of the messages, other than those to which you are referred during play, will destroy the element of surprise that is so vital to the game. **Note:** When one message instructs you to go to another paragraph, the symbology "► #" indicates which message you should go to.

001. The team stands on a translucent, circular plate which scans each of them with flashing pulses of light and radiation. If it is beyond day 50, one member (randomly determined) is incapacitated. Treat this tile as ON.

002. The equipment causes a series of dials in the wall in front of the team to turn on. If there is a red **Power** tile ON and a red **Intel** tile ON in this section, and if an Astronaut is present, then ► 227. Otherwise, simply treat this tile as OFF.

003. The team has inadvertently stumbled into an area of high magnetic flux which damages the investigating member's equipment (only if electronic). The team *loses one day* protecting the other equipment. Whenever the team enters this tile, one piece of electronic equipment (determined randomly) will be damaged. Treat this tile as ON.

004. The investigating member discovers a slight amount of radiation ahead, but there is no danger. *No Information* is available. Treat this tile as OFF.

005. The investigation causes one wall to flash brilliant colors, first red, then yellow, then green. If any blue **Control** tile is ON, then ► 145. Otherwise, the lights stop flashing after a minute; treat this tile as OFF.

006. There is nothing ahead for the tools to affect. *No Information* may be gained. Treat this as OFF.

007. The investigation results in several heavy bursts of radiation aimed at the team member with the equipment; he is incapacitated. The tile is now Impassable until turned OFF (until then, the tile is ON). If it is beyond 50 days, another team member (determined randomly) is also incapacitated.

008. The investigating member stumbles against a large black slab, which discharges a strong electric shock; the member is incapacitated. The tile then turns OFF. If an Astronaut is present, then ► 228.

009. There are swirling metal masses ahead, glowing in the darkness and emitting high heat. There may be danger. Treat this tile as ON.

010. The investigating member successfully removes a face plate on a small disk set in a metal plate. The visible light from the disk stops, and the tile turns OFF. An Astronaut with the team has one chance of rolling a 16 or less to turn the tile back ON. The tile may also be turned ON from a **Control** tile of the same color in this section.

011. In the center of the chamber ahead stands a four-foot high humanoid figure. It has a keyboard in its chest with controls in Old English letters. If either a Physicist or Engineer is present, the robot can be activated on a roll of 26 or less; if a Semanticist is present, he must roll a 36 or less for success; if any two of the three are present, they must roll a 46 or less; and if all three are present, they must roll a 56 or less.

Only one roll is allowed. If the attempt fails, the robot remains inert. If the tile is later turned ON, there may *not* be another attempt made to activate the robot. If the team activates the robot, then ► 229. Treat this tile as OFF.

012. The team detects strong electrical pulses through a series of tubes that stretch across the chamber ahead. There is no danger to the team. Treat this tile as ON.

013. There are small round disks set in a metal plate in the floor ahead. When the team turns a flashlight on the plate, the disks begin to glow in a pattern. They realize the disks are pulsating in a binary code, repeating the numbers 1 to 100. Treat this tile as ON. Gain 1 Information Point.

014. *No Information* except that a thin membrane loops around the room ahead. Treat this tile as being OFF.

015. The investigating member steps on a glowing white square on the patterned floor. The member is incapacitated by a blinding flash of light only if any other red **Power** tile is ON and no red **Control** tile is ON in this section; otherwise, the light is not bright enough to hurt the team. If the member is incapacitated, he recovers as normal; he will not under any circumstance die from this injury (a roll of 6 has no effect). If the member becomes incapacitated by some other method, then he may die from that damage instead. Treat this tile as OFF.

016. The team sees round, soft, yellow amoeba-like extensions lining the wall of the chamber. As they flash light on one of the extensions, other extensions in the wall turn toward them and scan them with light. No harm is done, and after a few moments the extensions shut off. Treat this tile as ON.

017. The investigating member has stepped through an electric eye at the entrance of the chamber. As a result, every blue tile in the *entire artifact* turns OFF. Treat this tile as Permanently OFF. Lose 3 Information Points.

018. The chamber ahead looks to be empty. *No Information* is available. Treat this tile as OFF.

019. One of the walls has an iris in it that dilates when light is flashed on it. If the team decides to check what is on the other side, then ► 224. Otherwise, *No Information* may be gained. Treat this tile as OFF.

020. After manipulating the electrical resistance in several dials on a large console in the chamber ahead, the team begins hearing a chirping sound in their helmets. If the team has the recording equipment with them and the Semanticist is present, then ► 231. Treat this tile as ON. Gain 1 Information Point.

021. The surface of a non-reflective screen on one wall has been damaged by the team's tools. If there is an Astronaut present, he may make one attempt to roll less than or equal to 21. If he succeeds, the tile is ON; otherwise, the tile will remain Permanently OFF.

022. The team has torn a fine webbing covering the floor. The tile is considered OFF, unless there is any red **Power** tile ON in the artifact, in which case ► 232.

023. The investigating member becomes entangled in the fine looping wire in the area. As he extricates himself, the loops collapse. The **Control** tile begins shutting down this section. At a rate of one tile per day, all the ON tiles, radiating out in a clockwise direction from this tile, will turn OFF. Once turned OFF, they may be turned ON again by an Activation attempt from a **Control** tile, but *not* this tile. Treat the tile as OFF. Lose 1 Information Point.

024. The chamber ahead sends a shock wave at the investigating member, who becomes incapacitated. His equipment is also damaged (if electronic). Treat this tile as ON.

025. A gateway with small gleaming disks lies ahead of the team. If they manage to activate this tile, the gateway will allow them to enter another section of the ship if they wish. Treat this tile as ON. Gain 3 Information Points.

026. Ahead of the team is a red-hot membrane made of a pulsating material and stretching across the chamber. Treat this tile as OFF.

027. The area ahead has a highly unstable magnetic field criss-crossing it. There is no immediate danger, but an *extra day* is spent protecting the team's equipment from any potential damage. Treat this tile as ON.

028. The team sees a large vat of clear, glowing liquid ahead. Treat this tile as OFF.

029. There is a small alcove in one of the walls with a series of dials, which have unusual symbols on them. If a Semanticist is present, he has one attempt to roll a 16 or less; if he succeeds, then ► 226. If any blue **Control** tile ON (in this section), then ► 233. Treat this tile as ON.

030. There are four rows of parallel black tubes ahead, stretching from floor to ceiling. If there is no **Power** tile ON in the artifact, then ► 234. If any **Power** tile is ON, then *No Information* is available, and treat this tile as OFF.

031. While exploring this chamber, the team discovers a radio transmission from behind an oval plate on the wall. If they decide to remove the plate and look inside, then ► 235. Otherwise, nothing happens. Treat this tile as ON.

032. The team discovers a hidden, circular alcove in which ten seats are found. The seats face outward and are apparently designed for a humanoid anatomy. If a **Control** tile and an **Intel** tile are already ON in this section, ► 225. If two or more **Power** tiles are ON and no **Control** tiles or **Intel** tiles are on in this section, ► 230. If the requirements for these two instances are not met, then the team discovers nothing else; treat this tile as OFF.

033. There is a fine mesh, like that on a tennis racquet, covering the floor of the triangular chamber ahead. The mesh is 4 inches off the floor. As the team crosses the mesh, it slowly gives under their feet and then continues to vibrate, softly rocking the members as they walk. Treat this tile as ON.

034. There are numerous monofilaments which are strung along the walls of the chamber; they are found to carry thousands of individual magnetic pulses in them, each in its own wire. Treat this tile as ON.

035. There is no heat ahead that the team is able to discover. *No Information* is available. Treat this tile as OFF.

036. There are sharp magnetic surges in the walls of the chamber; there may be possible danger. Treat this tile as OFF.

037. The room ahead is cold. *No Information* may be gained. Treat this tile as OFF.

038. The walls, ceiling and floor ahead are opaque and glow dimly. Treat this tile as OFF.

039. The team's lights do not reveal anything; the chamber appears enormous because the surfaces absorb all light. *No Information* may be gained. Treat this tile as OFF.

040. There are numerous electric eyes in the chamber ahead. If any red **Control** tile is ON in the artifact, then ► 236. Treat the tile as OFF.

041. A floating cube in the chamber has one side open up as the team approaches; the team seems to be lured inside by the soft lights there. However, a membrane blocks the opening. If an Astronaut is with the team, he has two attempts to roll a **16** or less to open the way. If successful, the membrane dissolves and ► 258. Otherwise, treat this tile as OFF.

042. The team breaks a gray glass that covers a large metal container in the middle of the chamber. A three-dimensional image appears at the bottom of the container, flashing strange symbols. If the team has a Biologist or Semanticist present, they may attempt to activate the **Control** tile. If they are successful, then ► 237. Otherwise, they will only be able to stare at the image, and no Activation may be attempted from this tile. Treat this tile as ON.

043. As the team moves ahead, loud screeching noises blast through their helmet radios, even when they turn the radios off. Treat this tile as Impassable until turned OFF. The team is able to pinpoint the radio emissions' source in one of the walls of the chamber; it seems to be aimed at the **Control** tiles in this section. Treat this tile as ON. If it is turned OFF, gain 1 Information Point.

044. The team's investigation causes a bulb at the end of a long tube hanging from the ceiling to explode. If any blue **Power** tile is on, then ► 238. If no blue **Power** is ON in the artifact, then treat this tile as OFF.

045. The team finds unusual heat building up in several crystalline structures that are scattered throughout the chamber. There may be danger here. Treat this tile as ON.

046. Ahead of the team is a large whirling metal spiral with razor-sharp edges. If an Astronaut is present, he has one attempt to roll a **36** or less and then ► 153. Otherwise, the tile is Impassable. Treat this tile as ON.

047. A large, gelatinous mound bulges from the floor ahead. It is filled with delicate shapes that pirouette inside the transparent mound so rapidly their forms cannot be distinguished. Treat this tile as OFF.

048. The team has disrupted the tenuous magnetic field which flickers within the **Control** chamber. This tile shuts OFF and also turns OFF all **Intel** tiles in this section. Only an Engineer will be able to restore the field on one roll of **26** or less. If fixed, treat this tile as ON.

049. *No Information* is gained by the investigation. No radio transmissions are found. Treat this tile as OFF.

050. *No Information* is gained; there is no heat ahead in the chamber. Treat this tile as OFF.

051. The room ahead appears empty. *No Information* is gained. Treat this tile as OFF.

052. The investigating member accidentally shuts down all activity from large spheres that were rotating in the chamber ahead. Treat this tile as Permanently OFF.

053. A large rectangular slab is seen floating in the chamber ahead. There are no apparent means by which the slab is held in place. Treat this tile as ON.

054. There is a blank keyboard on one wall with an empty picture frame above it. However much the team plays with the keyboard, nothing happens. Treat this tile as Permanently OFF.

055. There are extreme levels of hard radiation in the small room ahead. The radiation is definitely dangerous and should be avoided. Treat this tile as ON.

056. A stunning array of varicolored lights, illustrations, diagrams, and holographic displays flash dizzily around the walls of the circular chamber. Activation of this tile may only be attempted by an Engineer, and if successful, then ► 239. Treat this tile as ON.

057. *No Information* is available. The area ahead is dark and empty. Treat this tile as OFF.

058. There are no radio transmissions found ahead. *No Information* may be gained. Treat this tile as OFF.

059. The piece of equipment used in the investigation causes a short but intense gravity burst. If it is before day 25, nothing happens. If it is day 25 or later, the investigating equipment is damaged. Treat this tile as ON.

060. Fine spiderweb-like strands line the walls of the chamber. *No Information* of any substance is obtained. Treat this tile as OFF.

061. The team detects a radio beam at a steady 4.6 megahertz coming from a disk-like device with multi-colored lights on its edges. If a Semanticist is present, then ► 240. Treat this tile as OFF.

062. The team stumbled over some projections on the floor. As a result, this tile turns Permanently OFF.

063. There are some infrared emissions from inside an alcove in one of the walls. If the team wishes to investigate what is inside the alcove, then ► 241. Otherwise, nothing happens and continue play. Treat this tile as OFF.

064. *No Information* is available. The chamber is empty. Treat this tile as OFF.

065. An extension from the wall seems to be a control of some kind. If the team wishes to manipulate the control, then ► 070. Otherwise, treat this tile as OFF and continue play.

066. The team finds a small box in the chamber. When they touch it, a three-dimensional sine wave appears. The wave expands to fill the room and rotates, passing through the team. Every damaged piece of equipment is automatically repaired, and the team feels greatly invigorated (add 10 days for further investigation of the artifact). If a Semanticist is with the team, then ► 119; otherwise, the sine wave disappears and the tile turns Permanently OFF.

067. The chamber is covered with a black, non-reflective surface. Treat this tile as OFF.

068. The entire area is filled with a series of blinding flashes of light, causing the team to *lose one day* as they rest and recover their eyesight. If it is beyond day 43, one team member (determined randomly) is incapacitated *unless* there are more than four healthy members present. Treat this tile as ON.

069. The team's investigation causes a brief surge in electrical output from the black walls of the chamber. If more than one **Power** tile is already ON in this section, they and this tile all go OFF. Otherwise, this tile remains ON.

070. Amoeba-like extensions reach out and grab the team. If more than one **Power** tile is ON and no red **Control** tiles are ON and activated in this section, then ► 242. If no more than one **Power** tile is ON in this section and if there is a Semanticist with the team, he has one attempt to roll a **26** or less and ► 162. Otherwise, the extensions soon retract and the team is left unharmed. Treat this tile as OFF.

071. The chamber ahead is a long and tapering cone which contains brightly colored globes floating in it. Treat this tile as OFF.

072. A spinning gyroscope ahead suddenly starts pulsating brightly and spinning rapidly. If a blue **Control** tile is ON and a blue **Power** tile ON, then any Scientist present will have one attempt to roll a **26** or less and then ► 205. Otherwise, simply treat this tile as ON.

073. The team sees an off-white chamber completely filled with transparent spheres. When light is played on them, the spheres convulse and attempt to withdraw from the source. Treat this tile as OFF.

074. The chamber ahead emits heavy static which drowns out the team's communication channels. Treat this tile as ON and Impassable until turned OFF. If the tile is turned OFF, gain 1 Information Point.

075. Ahead of the team is a small, translucent sphere on a pedestal with series of malleable controls at the bottom. If an Engineer is with the team, he may subtract **3** from any Activation dice roll. If the tile is activated, then ► 257. Otherwise, simply treat this tile as ON.

076. There is considerable electrical activity within the small spheres in the chamber. If there is a blue **Power** tile ON and a blue **Intel** tile ON in this Section, then ► 243. Treat this tile as OFF.

077. The room ahead contains walls that are transparent vats filled with tiny spheres floating in mists. If a Semanticist is present, he has **6** subtracted from any Activation roll. If the tile is activated, then ► 244. Treat this tile as ON.

078. Nothing is heard on the radio. *No Information* is available. Treat this tile as OFF.

079. Ahead of the team is a hologram showing the artifact in orbit above earth. As one member (determined randomly) approaches the hologram, he is thrust back by a force field, and on a roll of **33** or less, he is incapacitated. If the artifact found in tile #321 is with the team and at least 1 **Control**, 2 **Intel**, and 2 **Power** tiles are on in all three sections, ► 223. Otherwise, treat this tile as ON.

080. The team discovers a circular chain of spheres, rotating around a large pipe set in the floor. The pipe is covered with buttons, each with a different symbol. If a Semanticist and Biologist are present, the tile may be activated. If activated, then ► 245. Otherwise, treat this tile as OFF.

081. By using the infrared device, the team can control the amount of heat within a wire loop ahead. The **Control** tile begins to pulse with heat waves that seem to form a pattern. If a Semanticist is present, ► 151. Otherwise, the pulses stop and the tile will shut down, becoming Permanently OFF.

082. Electrical pulses emitted from a probe, which is surveying the team, indicates a powerful consumption of energy. There may be danger. Another method of investigation may be used if the first attempt was successful. Otherwise, simply treat this tile as ON.

083. A powerful magnetic field is in the chamber ahead, which may prove dangerous to the team's equipment. Treat this tile as ON.

084. The team discovers that a mound in the center of the chamber is electronically active. Treat this tile as ON.

085. The team is seized by the amoeba-like extensions from the walls. All red **Power** tiles in this section are turned ON. Artificial gravity of three G's is created, which now doubles the movement rate of the team (they now expend 2 days instead of 1 as they move). This tile may be

turned OFF from any **Control** tile, eliminating the artificial gravity and making movement normal again. Treat this tile as ON.

086. The team can control the revolution of a large plate on the floor in which smaller disks are placed. As the plate slows, the disks rise and sink in rhythm. As the plate speeds up, the disks sink out of sight and the plate glows softly. A greeting in Old English appears on the plate. Treat this tile as ON. Gain 1 Information Point.

087. The chamber ahead seems to absorb any light cast into it. *No Information* is available. Treat this tile as OFF.

088. A tenuous magnetic field is being generated by a dark object in the middle of the chamber. If a Semanticist is present, he will be able to manipulate the field with the magnetometer and may attempt to activate the **Control** tile; if the tile is activated, then ► 246. Otherwise, the **Control** tile cannot be activated. Treat this tile as ON.

089. The team is unable to see anything but a gray lump in the middle of the floor. *No Information* is available. Treat this tile as OFF.

090. There is no magnetic activity ahead. *No Information* may be gained from the investigation. Treat this tile as OFF.

091. A small, glowing plate skims towards the team, and stops in front of them. Every time the team tries to move around it, the plate moves in front of them. They must step on it to enter the chamber. If any red **Intel** plus any red **Power** tiles are on in this section, then ► 247. Otherwise, when the team steps on the plate, the tile turns Permanently OFF and may not be turned on by any Activation attempt.

092. The chamber proves impervious to the tools. *No Information* is available. Treat this tile as OFF.

093. The investigating member stumbles into the whirling spiral in the chamber and is incapacitated. His equipment is also damaged. The spiral blocks passage, making the tile Impassable. Treat the tile as ON.

094. The attempt to monitor radio transmissions causes a turning wheel to stop. Treat this tile as OFF.

095. No radio transmissions are found. *No Information* is gained. Treat this tile as OFF.

096. *No Information* is obtained, except that there appears to be a tube ahead with a bulb at its bottom. Treat this tile as OFF.

097. As the team tries to investigate the chamber, all power in it shuts off and a low rumble is felt throughout the artifact. Treat this tile as Permanently OFF, and any Activation roll from this point on in the game has 5 added to it as a result.

098. There is no radiation ahead. *No Information* is available. Treat this tile as OFF.

099. A wheel is found attached to a thick pole in the center of the chamber; bands of color swirl around the pole. The team may rotate the wheel, which will alter the speed of the rotation of the bands. If the team decides to turn the dial clockwise, then ► 204; if they turn it counter-clockwise, then ► 221. Treat this tile as ON.

100. No radiation is detected ahead. *No Information* is gained. Treat this tile as OFF.

101. The chamber ahead is cold. *No Information* is available. Treat this tile as OFF.

102. The team tries cutting one of the many spheres floating in the chamber. This action causes the spheres to congeal together. A

reverberation rumbles through the artifact, which can be felt through the team's suits. All green **Power** tiles in this section turn ON, and one of the walls in the chamber dissolves. The team is now able to investigate a new section of the artifact if they wish (gain 2 Information Points). If it is beyond day 30, the team spends *one extra day* in this tile discussing the alternatives before moving on. Treat this tile as ON.

103. If any green **Control** tile is ON in the artifact, nothing happens when the team enters the chamber to investigate it. If there is no green **Control** tile ON in this section, then ► 248. Treat this tile as ON.

104. The team's investigation causes an electrical discharge to strike the member with the equipment. If there is no other **Power** tile ON in this section, the member is not hurt. If there is another **Power** tile ON in this section, the investigating member is incapacitated and his equipment is damaged (if electronic). The equipment may be repaired, the member may not. He is incapacitated for the remainder of the game. Treat this tile as ON.

105. The team discovers one of the spheres in the chamber can be manipulated by the ohmmeter. The sphere begins to show news broadcasts from earth. The older broadcasts are difficult to follow and are filled with static; the more recent broadcasts are quite distinct. Treat this tile as ON, and gain 2 Information Points.

106. The chamber ahead gives off dangerous radiation. This tile is Impassable until turned ON. Treat this tile as OFF.

107. The team hears in their helmets a high-pitched whine which quickly passes into the inaudible range. If the radio equipment is with the team, it is damaged (and if it is beyond day 50, it cannot be repaired). The team is not affected otherwise. Treat this tile as ON.

108. There is a highly complicated magnetic field in the chamber ahead. A Semanticist or Physicist must be present and using the magnetometer for the field to be manipulated. If neither scientist is present, the tile may not be activated; if only one of them is present, a 6 is added to the dice roll; if both are present, the Activation attempt may be made normally. If the tile is activated, then ► 249. The tile is ON; if the team leaves the tile without activating it, the tile will shut Permanently OFF.

109. The team detects strong infrared radiation coming from beneath the floor. It may be dangerous. Treat this tile as ON.

110. The team sees a small checkerboard pattern inlaid in the floor. If the team wishes to touch the pattern ► 202. Otherwise, treat this tile as OFF.

111. The team attempts to stop a swinging pendulum in the chamber by brute force but fails. *No Information* is available, and the tile becomes Impassable until it is turned ON. Treat this tile as OFF.

112. A sine-wave appears before the team and sweeps through them. The investigating member's piece of equipment is damaged if electronic; otherwise, no damage is done. Treat the tile as OFF.

113. A floating sphere sprays the team with clear liquid. If a green **Power** tile is ON in the artifact, then ► 141. If no green **Power** tile is ON, the liquid evaporates upon contact and nothing happens. Treat this tile as ON.

114. The tools fit into cubicles surrounding a plate in one wall. If the team decides to place the tools into the holes, then ► 201. Otherwise, continue play and treat this tile as OFF.

115. No electronic instruments or devices are found in the chamber, and *No Information* is available. Treat this tile as OFF.

116. A series of "nuts" and "bolts" on the floor can be manipulated by the team's investigating member. He has two attempts to roll a 25 or less to turn this tile ON. Otherwise, it is Permanently OFF.

117. The team discovers one of the squares in a pattern on the floor ahead controls the energy flowing through the pattern. The energy can only be increased. There may be possible danger. Treat this tile as ON. Gain 1 Information Point.

118. The chamber ahead is a roaring blast furnace of some kind, and this tile is Impassable until turned OFF. Treat this as ON.

119. The Semanticist has one attempt to throw a 35 or less; if he is successful, this tile will remain ON for the rest of the game and any red **Control** tile in this section may automatically be turned ON from this tile (no dice roll is necessary). Gain 2 Information Points. Otherwise, the tile will become Permanently OFF.

120. No radiation is detected and *No Information* is obtained. Treat this tile as OFF.

121. The transparent sphere that is being examined by the team begins to tremble and then explodes, incapacitating the investigating member. If it is beyond day 38, another sphere explodes as well, incapacitating another member (determined randomly). The tile becomes Impassable and is considered Permanently OFF.

122. There is radiation ahead, which increases as the team moves forward. It is not at dangerous levels yet. If the team decides not to enter the tile, treat it as OFF. If they continue to enter the chamber, ► 137.

123. A screen drops in front of the team and begins displaying various symbols. If a Semanticist is present then ► 250. Otherwise, treat the tile as OFF.

124. The investigating team member drops his piece of equipment into a container of clear liquid. The liquid is corrosive, and the equipment becomes damaged. The tile, however, turns ON. If it is beyond day 60 of the exploration, the member also becomes incapacitated when he tries to fish out the equipment.

125. The team's investigation causes gravity surges throughout the artifact and causes the Space Shuttle to become dislodged from the artifact and float free in space. On a roll of 24 or less, it can be automatically guided back into its docking by Mission Control (one attempt only). Otherwise, it is lost and the crew is stranded, unless they can control and maneuver the artifact. Treat this tile as OFF.

126. The team has discovered the controls to a solar collector, which radiates extreme heat. If it is beyond day 50, one team member (determined randomly) is incapacitated; otherwise, the team is unhurt. Treat this tile as ON.

127. The team member punctures the membrane of a gelatinous mound in the chamber. The equipment is damaged, and the tile becomes Impassable as the mound's interior oozes over the floor. Treat this tile as OFF.

128. No radio emissions are detected ahead. *No Information* may be obtained. Treat this tile as OFF.

129. The investigating member bumps one of the black tubes in the room, causing it to break free of its wire support and crash to the floor. The tube shatters, incapacitating the member

and damaging his equipment. If it is beyond day 38, a second team member and his equipment (determined randomly) are also damaged by the shattered tube. In addition, this tile now shuts Permanently OFF and any red **Control** tiles in this section turn Permanently OFF.

130. The team cannot see anything ahead except some small protuberances on the floor. *No Information* may otherwise be gained. Treat this tile as OFF.

131. The floating slab in the chamber emanates an intense force field which repulses the investigating member. If it is beyond day 19, his equipment is damaged; otherwise, he is able to protect his equipment as he falls. Treat this tile as ON.

132. The team causes one of the tanks in the wall of the chamber to crack open. The mists inside dissipate and the tiny spheres evaporate. There is no damage to the team, but the tile now becomes Permanently OFF.

133. No heat is detected ahead. *No Information* is to be gained. Treat this tile as OFF.

134. The team causes a large console in the middle of the chamber to short out. This tile goes OFF, and all **Power** tiles currently ON also shut OFF. This tile must be turned ON before any of the **Power** tiles can be turned ON again; the tile may be turned ON only by a **Control** tile in *another* section which allows such an attempt.

135. *No Information* may be obtained. There is no radiation ahead. Treat this tile as OFF.

136. The bulb at the bottom of a tube in the room responds to radio. The team manages to create an earth-like environ in the room, allowing them to shed their space suits and regenerate their oxygen supply. Add 5 days to the exploration time (may be done only once) and gain 1 Information Point. Treat this tile as ON.

137. As the team enters the chamber, the radiation increases until the tile goes ON. The radiation is still not at dangerous levels. However, if it is beyond day 45, one randomly selected member is incapacitated as he panics and attempts to flee.

138. No radiation ahead. *No Information* is available. Treat this tile as OFF.

139. No activity is found ahead. *No Information* is to be gained. Treat this tile as OFF.

140. A small amount of radiation is present, but otherwise *No Information* is gained. Treat this tile as OFF.

141. If two or more green **Intel** tiles are ON in this section, the liquid cleans the team's suits. Otherwise, it is corrosive and two random team members become incapacitated. If it is beyond day 40, they are killed.

142. As the team moves into the chamber, a brilliant globe of white light envelops them. No harm is done unless one member is already incapacitated, in which case the excitement gives him a mild heart attack. On any future recovery die roll, a 5 or 6 will kill him. Treat the tile as ON.

143. There are barely detectable pulses of radiation ahead. If any other **Intel** tiles in this section are ON, ► 216. Otherwise, *No Information* is available and treat this tile as OFF.

144. The investigating member gets his foot entangled in the fine mesh covering the floor. He is not injured, but all red tiles in this section turn OFF immediately. Treat this tile as ON.

145. By first using this **Intel** tile and any blue **Control** tile in this section, the team may gain complete control of the section. A blue **Power**

tile must be ON first, and then the team must move to a blue **Control** tile. Once that tile is activated, the team may turn ON all the remaining blue tiles in the section (with or without any other **Power** tiles being turned ON). The section will then be considered ON; as a result, an earth-like environment will be created in the entire artifact (may be done only once). Add 30 days to the team's investigation time limit (also add 30 to any "If it is beyond x days..." statements). Gain 5 Information Points.

146. There is a large cube dimly seen in the chamber ahead. *No Information* may be gained. Treat this tile as OFF.

147. The team can control a hologram device that occupies the center of the chamber. Some of the holograms are schematics of the equipment carried by the team. If there is an Astronaut present and the team has simple tools, he may automatically repair any electronic equipment while in this tile; no repair die roll is necessary. Treat this tile as ON, and gain 1 Information Point.

148. There is little heat ahead of the team. *No Information* is available. Treat this tile as OFF.

149. One of the spheres the team examines is a control of some kind. The spheres in the chamber close around the team and hold them *for one extra day*; the spheres seem to be examining the team. The team feels slightly refreshed once they are released. Treat this tile as ON.

150. The team detects fluctuations of heat from electrical equipment ahead. If there are any other **Intel** tiles ON in this section, then this tile is ON; otherwise, treat this tile as OFF.

151. The tile will turn ON as the Semanticist uses the vision equipment to interact with the heat pulses; the **Control** tile appears to respond to a simple binary on-off code. If the green section of the artifact is also ON *at this time*, then this entire section also becomes ON (gain 1 Information Point). Otherwise, the tile will function as a normal **Control** tile.

152. A powerful magnetic field occupies the chamber, making it Impassable until turned OFF. Treat this tile as ON.

153. The Astronaut will discern that the whirling spiral can be turned OFF by going to any **Control** tile and using the Activation procedure.

154. An electrical shock surges through the tools being used as the member investigates a triple helical structure in the chamber. The equipment is damaged and the member incapacitated. The discharges continue in the chamber, making it Impassable until turned OFF. (If an Astronaut is present, he has one attempt to roll a 24 or less to stop the discharges and turn the tile OFF.) Treat this tile as ON.

155. The team is able to open a floating cube in the chamber. The inside of the cube is filled with dials and buttons which control the cube. Any Scientist may now attempt to turn ON this tile by rolling a 23 or less (one attempt only). If he does turn it ON, he may either ► 203 or else try to roll a 36 or less (one attempt) to ► 192. Otherwise, treat this tile as OFF.

156. By pushing buttons on the wall, a large, bulbous sphere appears before the team. It is soft to the touch and molds itself to the toucher's probing. Treat this tile as OFF.

157. No magnetism is detected in the area ahead. *No Information* is obtained. Treat this tile as OFF.

158. The mesh over the floor ahead is emitting infrared energy, according to the team's instruments. The team may elect to avoid contact with

the mesh, in which case treat this tile as OFF. If the team decides to touch the mesh, ► 144.

159. A blinding flash of light is set off which incapacitates the investigating member. The tile is turned Permanently OFF. If any green **Control** or **Intel** tiles are ON in the artifact, they turn OFF as well. If it is beyond day 60, another member (determined randomly) is incapacitated unless there are more than 3 incapacitated members present.

160. The Astronomer realizes that they are looking at a miniature solar system. He classifies the star as an M7 and determines that only the first planet of the system is able to support a carbon-based form of life.

161. There is a small amount of radiation ahead, but not a dangerous amount. Treat this tile as OFF.

162. The Semanticist notices markings within the extension, which upon closer examination are recognized as Old English. It turns out to be a command that, when spoken aloud over the radio, causes the extensions to release the team. Treat this tile as ON, and gain 2 Information Points.

163. *No Information* is available; no electrical energy is detected ahead of the team. Treat this tile as OFF.

164. The radio activates the keyboard. If any green **Power** tiles and green **Intel** tiles are ON in this section, and an Engineer and Semanticist are present, then ► 252. Otherwise, treat this tile as OFF.

165. *No Information* is obtained other than that there is heavy static ahead. It may mean possible danger. Treat this tile as OFF.

166. The floor ahead is covered by colored tiles, forming a beautiful mosaic. Bright light is emitted from the white tiles, while the colored tiles throb dimly. Treat this tile as ON.

167. A slowly revolving cylinder with sharp protuberances fills the chamber ahead; it releases a sharp electromagnetic pulse at the investigating member, which damages his equipment if electronic. This tile is Impassable until turned OFF. Treat this tile as ON.

168. The room ahead seems to absorb radio waves, but does not emit in any return. *No Information* is obtained. Treat this tile as OFF.

169. The team discovers a transparent model of the artifact ahead, mounted on a high pedestal that is inset with buttons. When buttons are pressed, different rooms or systems within the artifact light up, giving a three-dimensional schematic and map of the artifact. The team now subtracts 6 from all future dice rolls when searching for Accessways. Gain 4 Information Points. Treat this tile as ON.

170. The investigation causes a triple helix in the chamber to stop rotating; a burst of radiation hits the investigating member. If any other **Power** tiles are ON and fewer than two **Intel** tiles are ON in this section, then the investigating member takes radiation damage and is incapacitated. This tile is Impassable until turned OFF. Treat this tile as ON.

171. The team starts a checkerboard pattern on the floor pulsating brightly. Any red **Power** tile in the artifact which is OFF automatically turns ON. Treat this tile as ON.

172. There is a powerful magnetic field arising from a sphere ahead; the field grows stronger as the team approaches until it becomes dangerous. This tile is Impassable until turned OFF. Treat this tile as ON.

173. The strange, multicolored pattern on the floor ahead indicates much electrical activity in the chamber. It cannot be controlled by the team. Treat this tile as OFF.

174. There is a small amount of infrared radiation in the chamber ahead. If any green **Power** tiles are ON, any Activation dice roll is decreased by 10. Otherwise, there is no effect. Treat this tile as OFF.

175. The spheres floating in the chamber ahead give off a small amount of radiation. The team may move ahead with no interference. Treat this tile as OFF.

176. Magnetic readings are nil. *No Information* of any kind is available. Treat this tile as OFF.

177. Short bursts of radiation are detected ahead, but not enough to harm the team. Treat this tile as OFF.

178. There is a slowly revolving cylinder filling the chamber ahead. The tile is Impassable until turned OFF. Treat this tile as ON.

179. No infrared radiation ahead. *No Information* is available. Treat this tile as OFF.

180. There is no electrical activity in the glowing wall ahead. *No Information* of any kind is gained. Treat this tile as OFF.

181. The tile is Impassable due to a large, tiered structure that resembles a water wheel, which fills up the chamber; the structure is slowly rotating. The tile must be turned OFF before it can be crossed. Treat this tile as ON.

182. The tools have no effect on anything in the chamber. *No Information* is available. Treat this tile as OFF.

183. No magnetism is detected ahead. *No Information* is available. Treat this tile as OFF.

184. Protuberances on the floor ahead seem to be electrical controls. If a Physicist is presently with the team, ► 218. Treat this tile as ON.

185. Several pipes ahead of the team are found to be electrical conduits. If any red **Power** tile in this section is ON, this tile is ON. Otherwise, this tile is OFF and *cannot* be turned ON unless a red **Power** tile is ON beforehand.

186. A large, bulbous sphere in front of the team responds to the magnetometer. The team is able to control the shape of the sphere and its ability to float. Treat this tile as ON. Gain 1 Information Point.

187. At the bottom of a vat of liquid in the chamber are electrical controls. The team cannot reach them since the liquid is highly corrosive. Treat this tile as OFF.

188. There is no magnetism ahead. *No Information* is to be gained. Treat this tile as OFF.

189. There is nothing in the chamber for the tools to affect. *No Information* may be obtained. Treat this tile as OFF.

190. There is a slight amount of electricity detected in the chamber ahead of the team. *No Information* is available. Treat this tile as ON.

191. There is some electrical activity coming from a large sphere in the middle of the chamber. Treat this tile as ON.

192. The team discovers that one of the dials in the cube is actually a long tube which may be removed. If an Astronaut is present, then ► 213. Otherwise, the object is inert.

193. A force field damages the investigating member's equipment (if electronic). Whenever the team passes through this tile, another piece of electronic equipment (determined randomly) will also be damaged. Treat this tile as ON.

194. Ahead of the team is a rapidly spinning gyroscope, giving off an occasional burst of light from its top. Treat this tile as ON.

195. A huge, swinging pendulum fills the chamber ahead. As the team approaches it, the pendulum speeds up. *No Information* is to be gained. This tile is Impassable until turned OFF. Treat this tile as ON.

196. A large sphere occupies the center of the area ahead and gives off brilliant pulses of light. If the team wishes to investigate the sphere, choose one member at random and ► 215. Otherwise, the team may simply go around the sphere. Treat this tile as ON.

197. The chamber ahead of the team is cold and gives off no infrared radiation. *No Information* can be gained. Treat this tile as OFF.

198. The team discovers a large triple helix that is composed of millions of tiny spheres. The team spends *two additional days* studying the helix, but *No Information* is gained. Treat this tile as OFF.

199. There is a row of keys on a console in the center of the chamber; each key has a different symbol on it. If a Semanticist is present with the team and they wish to turn some of the keys, then ► 254. Otherwise, continue play and treat this tile as OFF.

200. There is no electrical activity to be found ahead. *No Information* may be gained. Treat this tile as OFF.

201. If the Semanticist is with the team, he may place the tools in various niches. He has one attempt to roll a 23 or less. If he succeeds, treat this tile as ON and ► 214 (the tools *must* be left in this tile). If he fails, treat this tile as Permanently OFF.

202. If any red **Power** tile is ON in this section, the checkerboard pattern gives off an electrical discharge. If it is before day 25, the investigating member is not hurt; if it is day 25 or later, the member is incapacitated (he has one chance to throw a 25 or less to recover immediately). If incapacitated, he will remain that way for the remainder of the game (he has no chance to recover from his injury, but he will not die from it either; if incapacitated by another method, he may die from that damage instead). Treat this tile as ON.

203. Any Scientist may attempt to alter the ON/OFF status of any **Intel** tile in the artifact from this tile. On a roll of 16 or less, the ON/OFF status of the **Intel** tiles may be changed (one attempt only may be made for each tile).

204. The color bands slow down as the wheel is turned. The tile shuts OFF, and one green or blue **Power** tile that is ON also shuts OFF (determine randomly which tile goes OFF). The tile may be turned ON from any **Control** tile, and if this happens, then ► 253.

205. If there are a Semanticist and a Biologist with the team, they will be able to translate the pulses as a binary code and ► 217. Otherwise, the pulses are meaningless and continue play.

206. The chamber ahead is filled with a transparent globe. Inside the globe is a smaller, glowing, red sphere being circled by seven smaller dark spheres, all revolving on the same plane around the red sphere. If there is an Astronomer present, ► 160. Treat this tile as ON.

207. The team sees a computer keyboard under a screen on a wall; it has symbols which are found to be Old English letters. Nothing happens when the team plays with the keyboard. *No Information* is gained. Treat this tile as OFF.

208. A computer keyboard on the wall of the chamber emits a narrowband radio transmission to all other red tiles in the artifact. If there is a Semanticist in the team, ► 212. Otherwise, treat this tile as ON.

209. *No Information* is available on the infrared spectrum. Treat this tile as OFF.

210. The team's investigation of a computer keyboard shuts this tile Permanently OFF.

211. The team's investigation has caused a large transparent sphere ahead to become opaque. Treat this tile as OFF.

212. The Semanticist can use the radio to transmit Old English commands to the computer by binary code. Any *red* tile in the entire artifact may have its ON/OFF status altered from this tile. *No Activation* dice roll is necessary.

213. The Astronaut discovers that the device is a teleporter. On a roll of 26 or less, the team can move instantly to any other ON tile in the same section. The teleporter may be carried with the team and used on any ON tile to move to another ON tile (if doubles are rolled when using the teleporter, a day is used up). Gain 2 Information Points

214. The tanks begin to form pictures, showing the earth and giving a set of binary numbers next to it. A second picture of a planet circling a red star is next shown with another set of binary numbers. The team realizes that these are coordinates which locate the earth and the other planet in relation to each other. The other planet is discovered to be 75 light-years away in the direction of the Grus constellation. Gain 2 Information Points.

215. The light pulses change to hard radiation. If it is beyond 30 days, the member is incapacitated by radiation. Otherwise, the radiation was detected and avoided. Treat this tile as ON.

216. If there is a Biologist with the team, ► 255. Otherwise, *No Information* is available and treat this tile as OFF.

217. By repeating the code back at the gyroscope, the team has gained control of its rotation. When it is slowed down, it projects a picture on the ceiling of the chamber. There appears an alien being who is insectoid in shape. Its abdomen is supported by three spindly legs, while the thorax is almost upright. It has large tufts of hair growing from its joints; its body is protected by a chitinous carapace. A series of pictures show great cities covering a planet beneath a ruddy sun. The technology of the race is obviously much more highly advanced than human technology. At the end of the pictures, a greeting and a wish for peace appear in Old English letters.

218. The Physicist realizes he can create an instantaneous wormhole through space, which may be used for sending messages by radio-wave. Gain 3 Information Points. If an Astronomer is present, ► 222.

219. The investigation causes a metal object in the middle of the room to explode, incapacitating the investigating member and damaging his equipment. If it is beyond day 50, another member (determined randomly) suffers the same damage to himself and his equipment.

220. There is terrific static ahead of the team, and there may be danger. If it is beyond day 40, the team spends an *extra day* here discussing the possibilities. Treat this tile as OFF.

221. The color bands increase in speed. If any blue **Power** tile is ON, the team will be able to turn ON one green **Power** tile (determined randomly) in this section, and then ► 256.

222. The Astronomer discovers the transmission will be directed towards the Grus constellation. Gain 3 more Information Points.

223. The robot moves into the hologram and returns with a small cassette. The team may insert the cassette in a compartment in the robot's chest. If they decide to do so, then ► **251.** Otherwise, the robot replaces the cassette in the hologram, and continue play.

224. The opening is discovered to be a portal to another section of the artifact and may now be explored if the team so wishes.

225. When the team sits in the chairs, the walls of the alcove light up and display the following sequence: first, the artifact is seen leaving a planet near a dim, red star and moving far out into space; a little later, a small probe is seen shooting out of the artifact towards a distant star; the probe zooms in towards a planet which looks habitable; alien transmissions are seen, primarily news broadcasts; the artifact is seen moving into orbit around the planet and a team of aliens approaches to explore the artifact; after the artifact has been explored by several teams, it moves out of the solar system and back into space. This sequence is shown several times, as a number of solar systems are visited. The last sequence shows broadcasts from earth and the team making their way through the artifact. The team *loses one day* watching the pictures. Gain 5 Information Points (if the team has a recording device, gain 15 Information Points instead). Treat this tile as ON.

226. The symbols on the dials are a periodic table of the elements. Gain 2 Information Points.

227. The tile turns ON; the artifact may be maneuvered from this tile by an Astronaut. Gain 3 Information Points.

228. The Astronaut gets two attempts to roll a **26** or less to repair the damage and turn the tile ON. Gain 1 Information Point if repaired. The team realizes the chamber is part of an immense solar collector.

229. The robot will now follow the team and will respond to verbal commands. Subtract **3** from all future investigation rolls. The robot also helps with attempts to activate or turn ON all **Control** tiles, and to turn ON *any* tile when it is present with the team on the tile to be turned ON or activated. The team must roll a **34** or less to turn ON or activate the tile. Gain 5 Information Points.

230. The first team member (determined randomly) to sit down is incapacitated by an electrical shock. Treat this tile as OFF.

231. The team discovers that the chirps make up an alien language, which can be translated when they return to earth. Gain 5 more Information Points.

232. Artificial gravity has been created within the ship. Roll one die; the result is now the number of days it will take the team to move from one tile to another. The gravity will be cancelled if the tile is turned OFF. Treat this tile as ON.

233. Any damaged piece of equipment may now be repaired by placing it in the alcove. On a roll of **1** or **2**, the equipment will be repaired. The team may return to this tile in the future and attempt to fix other damaged equipment by using the same method.

234. The tile is turned ON. The team discovers that three of the black tubes contain anti-matter and that the fourth tube is creating more anti-matter. Gain 2 Information Points.

235. The team discovers a small, triangular artifact within the niche. When tested, it is found to open any closed Accessway. The access control may be carried with the team.

236. By interrupting the electric eye, a sine-wave forms in front of the team and begins to rotate. The wave passes through the team members. This results in one blue **Power** tile (determined randomly) turning ON.

237. The team is able to activate the **Control** tile and use it. The symbols also begin to form simple pictures of common objects; the name of the object is printed in Old English and in an alien script. Gain 2 Information Points.

238. The investigating member is incapacitated by a burst of heat from the broken bulb. Treat this tile as ON and Impassable until turned OFF.

239. Among the displays are schematics of a control device, which is found under a panel in the floor. The team removes the control and learns that they are now able to turn any tile in the entire artifact ON or OFF. Also, when activated, this **Control** tile will allow the team to control and maneuver the artifact if tiles #112 and #121 are also ON and activated.

240. The frequency may be controlled by the radio. The team will be able to turn any **Intel** tile in the entire artifact ON or OFF from this tile.

241. Inside the alcove is a small, flat disk. When it is touched, it translates information directly to the brain of the team member. It is a telepathic textbook of scientific and mathematical information. Gain 3 Information Points.

242. The extensions reach out and grab the team members. They are held for *two days* as the extensions examine them. While being held, they notice that inside the extensions are articulated skeletons that seem to be shaped like a three-fingered hand. The team is released unharmed. Gain 1 Information Point.

243. One of the spheres can be detached from the rest. The tile then turns ON. The team can use the sphere to turn ON *any* blue tile in this section, but only when the team is present on this tile.

244. As the team approaches the walls, the mists show pictures of news broadcasts from earth. The launch of the Space Shuttle *Discovery* is shown, as well as the approach of the Shuttle to the artifact. The pictures stop at the point where the team entered the artifact. Gain 1 Information Point.

245. If the team removes one of the spheres from the device and if they can activate the tile, the sphere will create a force field around them in which an earth-like environment is generated. Add 5 days to the investigation time limit. This device need not be used immediately, but may be carried with the team and used later. If the team does not use the device, it may be brought back with them to earth (and gain 3 Information Points). If the tile is *not* activated, the device remains inert and may not be used at all (no Information Points are available).

246. Once it has been activated, this tile can be used to turn ON any tile of the same color within this section by rolling less than or equal to the Activation number.

247. When the member steps on the plate, he receives a mild shock which acts like a stimulant. The other team members also receive the stimulant by stepping on the plate. Their movement rate is now doubled (they must roll doubles twice before a day is expended). Treat this tile as ON.

248. The member who first enters the chamber receives an electrical shock and becomes incapacitated. This tile will remain ON until turned OFF and will incapacitate another member (determined randomly) each time the team enters it.

249. A section of the floor slides open and allows the team to enter a new section of the artifact. Gain 2 Information Points.

250. The symbols can be interpreted as Old English, which the Semanticist will be able to read. He is thus able to activate the tile. If activated, treat this tile as ON.

251. The robot's memory is now fully loaded and it will be able to speak Old English to the team. After a few minutes of speech, the robot learns to speak modern English. If the team brings the robot to any **Control** tile in a section and if a Semanticist and Physicist are present, they may activate the tile (they may use the robot's Activation assistance); the team will now be able to turn ON the entire section from the activated **Control** tile. If the team has two sections of the artifact turned ON and if they return with the robot to tile #321 (where the robot was found) while a Semanticist, Astronaut and Engineer are present, they may gain control of the artifact. If the team contains a Semanticist, Astronaut, Engineer and Astronomer and if two sections are ON *plus* all the red **Power** and **Intel** tiles ON in the third section, they may maneuver the artifact from tile #321.

252. The tile is ON and can now be activated. Any **Control** tile in the artifact may be turned ON from this tile. This tile may also be investigated again by using a different piece of equipment. Treat this tile as ON.

253. The team will be able to control the artifact from this tile if tiles #112, #121, and #231 are all activated.

254. If any green **Intel** tile is ON and any two green **Power** tiles are ON in this section, the **Control** tile (#121) is also ON. If tiles #112 and #231 are ON and if an Astronaut, Astronomer and Semanticist are present, the team has gained control of the artifact. If this tile is ON and if the other two sections of the artifact are also ON, the team may maneuver the artifact as well (the same three team members must still be present).

255. The Biologist will be able to determine that the gyroscope has a chitinous surface similar to that covering terrestrial insects. It is made of living tissue and seems to be drawing sustenance from the energy coursing through the chamber. Gain 1 Information Point.

256. Once this tile is ON, the artifact may be maneuvered from it if tiles #112, #121 and #231 are also ON.

257. If the tile is activated, images of the team moving through the artifact are seen. The team may return to this tile and on each successful Activation roll, check to see what happened to them on any other tile (they may read the Information Message for that tile). Gain 1 Information Point. Treat this tile as ON.

258. Inside the alcove are several containers with solids and liquids in them. The team will be able to recognize these materials as organic and made of the same amino acids as in humans. Gain 1 Information Point.

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Number of Members Present on Mission:

The diagram illustrates a 2D array structure using four pairs of boxes. Each pair consists of a box labeled *Member* and a box labeled *Equipment*, arranged in a 2x2 grid. This represents a 2D array where each element is a pair of *Member* and *Equipment* values.

Note: Once the player has determined the number of days that will be allotted for the investigation of the artifact on this trip, he should count off a number of boxes equal to the days (each row of boxes contains 25). The rest of the boxes should then be crossed out. As the team explores the artifact and days are used up, cross off one box for each day expended. Once all the boxes are crossed off, the game ends. It is suggested that the player use a pencil when crossing off boxes, since extra days may be added to the investigation as a result of the Information Messages.

NO INFORMATION TILE NUMBERS

ALIEN ARTIFACTS DISCOVERED

NOTES

TEAM COUNTERS

EQUIPMENT COUNTERS

McDowell Ast	Payne Ast	Lopata Ast	Ruiz Ast	Team	Vision Mech	Tools Mech	Infra Elec	Geiger Elec	Record Elec
Townsend Phy	Rakowski Eng	Heller Sm	Baxter Bio	Schuyler Am	Discovery	Magn Elec	Ohm Elec	Pyrom Elec	Radio Elec

Damocles Mission™ Game Counter Section Nr. 2 (140 pieces): Front

Quantity of Sections of this identical type: 1. Total quantity of Sections (of all types) in game: 2.

2	2	2	2	2	2	3	3	3	3
3	3	3	3	3	3	3	3	3	B

EQUIP ID #

1	1	1	1	1	1	1	1	1	1
1	1	1	2	2	2	2	2	2	2

B	B	B	B	B	B	Actv	Actv	Actv	Actv
B	B	B	B	B	B	Actv	Actv	Actv	Actv

ACCESSWAYS

◀ 51 ▶	◀ 52 ▶	◀ 53 ▶	◀ 54 ▶	◀ 55 ▶
◀ 56 ▶	◀ 61 ▶	◀ 62 ▶	◀ 63 ▶	◀ 64 ▶
◀ 65 ▶	◀ 64 ▶	◀ 63 ▶	◀ 62 ▶	◀ 61 ▶
◀ 56 ▶	◀ 55 ▶	◀ 54 ▶	◀ 53 ▶	◀ 52 ▶

◀ 51 ▶	◀ 52 ▶	◀ 53 ▶	◀ 54 ▶	◀ 55 ▶
◀ 56 ▶	◀ 61 ▶	◀ 62 ▶	◀ 63 ▶	◀ 64 ▶
◀ 65 ▶	◀ 64 ▶	◀ 63 ▶	◀ 62 ▶	◀ 61 ▶
◀ 56 ▶	◀ 55 ▶	◀ 54 ▶	◀ 53 ▶	◀ 52 ▶

ACCESSWAYS

Impassable	Impassable	Impassable	Impassable	Impassable
Impassable	Impassable	Impassable	Impassable	Impassable

IMPASSABLE/OFF MARKERS

◀ 51 ▶	◀ 52 ▶	◀ 53 ▶	◀ 54 ▶	◀ 55 ▶
◀ 56 ▶	◀ 61 ▶	◀ 62 ▶	◀ 63 ▶	◀ 64 ▶

Permanent Off	Permanent Off	Permanent Off	Permanent Off	Permanent Off
Permanent Off	Permanent Off	Permanent Off	Permanent Off	Permanent Off

1	1	1	2	2	2	2	2	2	2
1	1	1	1	1	1	1	1	1	1


Townsend INCAP Phys	Rakowski INCAP Engnr	Heller INCAP Sermnt	Baxter INCAP Biolog	Schuyler INCAP Astrmr		Magn Dmg	Ohm Dmg	Pyrom Dmg	Radio Dmg
McDowell INCAP Astrnt	Payne INCAP Astrnt	Lopata INCAP Astrnt	Ruiz INCAP Astrnt		Vision Dmg	Tools Dmg	Infra Dmg	Geiger Dmg	Rcord Dmg

B	B	B	B	B	B	DANGER	DANGER	DANGER	DANGER
B	B	B	B	B	B	DANGER	DANGER	DANGER	DANGER

3	3	3	3	3	3	3	3	3	B
2	2	2	2	2	2	3	3	3	3

54 Vision 32 Radio 24 Tools	55 Vision 41 Ohmmeter 41 Magnetometer	56 Vision 33 Magnetometer 13 Geiger	61 Vision 33 Radio 23 Infrared	52 Vision 25 Infrared 41 Magnetometer
61 Vision 21 Pyrometer 36 Ohmmeter	54 Vision 16 Pyrometer 26 Tools	54 Vision 15 Pyrometer 22 Infrared	64 Vision 26 Tools 23 Pyrometer	65 Vision 42 Ohmmeter 35 Radio
56 Vision 32 Radio 16 Geiger	62 Vision 16 Geiger 24 Ohmmeter	56 Vision 33 Ohmmeter 31 Tools	56 Vision 16 Pyrometer 23 Infrared	46 Vision 13 Pyrometer 23 Tools
36 Vision 16 Geiger 26 Ohmmeter	61 Vision 42 Magnetometer 24 Infrared	62 Vision 24 Infrared 21 Pyrometer	53 Vision 33 Radio 16 Geiger	51 Vision 22 Geiger 32 Tools
53 Vision 42 Magnetometer 33 Tools	56 Vision 23 Geiger 36 Ohmmeter	61 Vision 34 Radio 21 Geiger	63 Vision 36 Magnetometer 36 Ohmmeter	66 Vision 16 Infrared 26 Radio


32 Vision 34 Infrared 35 Radio	51 Vision 36 Tools 34 Radio	43 Vision 36 Infrared 23 Radio	56 Vision 24 Infrared 23 Magnetometer	32 Vision 24 Pyrometer 34 Tools
61 Vision 31 Ohmmeter 32 Infrared	66 Vision 42 Ohmmeter 42 Magnetometer	54 Vision 32 Ohmmeter 24 Radio	61 Vision 35 Tools 24 Pyrometer	36 Vision 16 Infrared 26 Radio
54 Vision 42 Magnetometer 31 Tools	63 Vision 35 Magnetometer 35 Ohmmeter	66 Vision 26 Ohmmeter 36 Tools	56 Vision 22 Infrared 41 Magnetometer	54 Vision 21 Geiger 16 Pyrometer
55 Vision 36 Magnetometer 23 Pyrometer	52 Vision 32 Radio 15 Geiger	46 Vision 26 Infrared 24 Pyrometer	65 Vision 26 Geiger 26 Tools	65 Vision 23 Radio 46 Magnetometer
54 Vision 36 Infrared 23 Radio	63 Vision 32 Ohmmeter 26 Geiger	64 Vision 35 Tools 15 Geiger	45 Vision 13 Infrared 43 Radio	46 Vision 22 Geiger 26 Pyrometer

111 

Activate 14...22 •


1 Vision 23...54 ▶ 207
2 Infra 15...36 ▶ 148
3 Radio 14...23 ▶ 208

Backfire • 210

118 


1 Vision 32...63 ▶ 166
2 Ohm 16...32 ▶ 173
3 Geiger 12...26 ▶ 4

Backfire • 15

129 

1 Vision 15...64 ▶ 198
2 Tools 14...35 ▶ 154
3 Geiger 12...15 ▶ 55

Backfire • 170

138 

1 Vision 22...45 ▶ 181
2 Infra 11...13 ▶ 118
3 Radio 21...43 ▶ 43

Backfire • 94

134 

1 Vision 32...46 ▶ 194
2 Geiger 11...22 ▶ 143
3 Pyrom 14...26 ▶ 150


Backfire • 72

112 

Activate 13...15 •

1 Vision 13...55 ▶ 156
2 Magn 22...36 ▶ 186
3 Pyrom 13...23 ▶ 200


Backfire • 2

121 

Activate 15...25 •

1 Vision 13...52 ▶ 199
2 Radio 14...32 ▶ 164
3 Geiger 13...15 ▶ 161


Backfire • 54

131 

Activate 16...31 •


1 Vision 22...46 ▶ 80
2 Infra 13...26 ▶ 197
3 Pyrom 16...24 ▶ 76

Backfire • 52

139 


1 Vision 31...65 ▶ 195
2 Geiger 13...26 ▶ 106
3 Tools 21...26 ▶ 111

Backfire • 125

137 


1 Vision 13...65 ▶ 178
2 Radio 15...23 ▶ 74
3 Magn 21...46 ▶ 152

Backfire • 167

114 


1 Vision 32...54 ▶ 146
2 Magn 13...42 ▶ 188
3 Tools 13...31 ▶ 155

Backfire • 41

124 

1 Vision 52...63 ▶ 99
2 Magn 16...35 ▶ 157
3 Ohm 26...35 ▶ 190


Backfire • 192

132 

Activate 15...26 •

1 Vision 32...66 ▶ 130
2 Ohm 21...26 ▶ 184
3 Tools 22...36 ▶ 116


Backfire • 62

211 

Activate 14...26 •


1 Vision 32...56 ▶ 57
2 Infra 12...22 ▶ 179
3 Magn 12...41 ▶ 108

Backfire • 59

218 


1 Vision 14...54 ▶ 28
2 Geiger 13...21 ▶ 100
3 Pyrom 11...16 ▶ 187

Backfire • 124

115 


1 Vision 32...61 ▶ 110
2 Ohm 12...31 ▶ 117
3 Infra 14...32 ▶ 133

Backfire • 171

127 

1 Vision 22...66 ▶ 79
2 Ohm 22...42 ▶ 147
3 Magn 22...42 ▶ 172

Backfire • 159

216 

1 Vision 32...54 ▶ 30
2 Ohm 22...32 ▶ 185
3 Radio 23...24 ▶ 61

Backfire • 129

214 

1 Vision 14...61 ▶ 40
2 Tools 22...35 ▶ 182
3 Pyrom 12...24 ▶ 66


Backfire • 112

221 

Activate 12...35 •


1 Vision 13...36 ▶ 75
2 Infra 12...16 ▶ 174
3 Radio 14...26 ▶ 168

Backfire • 107

117 

1 Vision 14...32 ▶ 169
2 Infra 12...34 ▶ 37
3 Radio 16...35 ▶ 31

Backfire • 104

128 

1 Vision 32...51 ▶ 196
2 Tools 22...36 ▶ 92
3 Radio 15...34 ▶ 49

Backfire • 7

217 


1 Vision 13...43 ▶ 206
2 Infra 32...36 ▶ 209
3 Radio 16...23 ▶ 220

Backfire • 211

215 

1 Vision 22...56 ▶ 33
2 Infra 14...24 ▶ 158
3 Magn 12...23 ▶ 183

Backfire • 144

222 

Activate 13...16 •

1 Vision 22...32 ▶ 77
2 Pyrom 12...24 ▶ 163
3 Tools 31...34 ▶ 114


Backfire • 132

Damocles Mission™ Game Counter Section Nr. 1 (50 pieces): Tiles
Quantity of Sections of this identical type: 1. Total quantity of Sections (of all types) in game: 2.

224 


1 Vision 22...53 ▶ 71
2 Magn 22...42 ▶ 176
3 Tools 22...33 ▶ 102

Backfire • 121

234 

1 Vision 22...56 ▶ 32
2 Geiger 12...23 ▶ 122
3 Ohm 22...36 ▶ 191


Backfire • 24

312 

Activate 15...21 •

1 Vision 22...61 ▶ 91
2 Radio 14...34 ▶ 58
3 Geiger 12...21 ▶ 140

Backfire • 22

321 

Activate 16...26 •

1 Vision 25...63 ▶ 11
2 Magn 21...36 ▶ 88
3 Ohm 22...36 ▶ 139

Backfire • 219

331 

Activate 13...16 •

1 Vision 32...66 ▶ 14
2 Infra 13...16 ▶ 81
3 Radio 16...26 ▶ 128

Backfire • 23

225 

1 Vision 22...36 ▶ 73
2 Geiger 11...16 ▶ 175
3 Ohm 11...26 ▶ 105

Backfire • 149

235 

1 Vision 22...61 ▶ 29
2 Magn 22...42 ▶ 36
3 Infra 14...24 ▶ 63

Backfire • 193

314 

1 Vision 32...62 ▶ 19
2 Infra 13...24 ▶ 26
3 Pyrom 13...21 ▶ 65


Backfire • 70

322 

Activate 15...24 •

1 Vision 23...53 ▶ 25
2 Radio 13...33 ▶ 95
3 Geiger 12...16 ▶ 138


Backfire • 48

332 

Activate 13...24 •

1 Vision 16...51 ▶ 89
2 Geiger 13...22 ▶ 98
3 Tools 14...32 ▶ 42

Backfire • 123

227 

1 Vision 23...56 ▶ 64
2 Radio 22...32 ▶ 68
3 Geiger 12...16 ▶ 177

Backfire • 103

236 

1 Vision 22...62 ▶ 60
2 Geiger 12...16 ▶ 135
3 Ohm 15...24 ▶ 34

Backfire • 17

315 

1 Vision 22...56 ▶ 16
2 Ohm 16...33 ▶ 82
3 Tools 15...31 ▶ 6

Backfire • 85

324 


1 Vision 32...56 ▶ 51
2 Pyrom 13...16 ▶ 45
3 Infra 13...23 ▶ 109

Backfire • 1

334 


1 Vision 34...46 ▶ 47
2 Pyrom 12...13 ▶ 84
3 Tools 14...23 ▶ 127

Backfire • 5

228 


1 Vision 32...61 ▶ 38
2 Pyrom 12...21 ▶ 115
3 Ohm 22...36 ▶ 180

Backfire • 142

237 

1 Vision 22...54 ▶ 67
2 Pyrom 12...16 ▶ 35
3 Tools 22...26 ▶ 21

Backfire • 69

317 

1 Vision 32...54 ▶ 39
2 Pyrom 13...15 ▶ 126
3 Infra 13...22 ▶ 101

Backfire • 8

325 


1 Vision 23...64 ▶ 13
2 Tools 23...26 ▶ 10
3 Pyrom 12...23 ▶ 86

Backfire • 113

335 

1 Vision 21...65 ▶ 96
2 Ohm 21...42 ▶ 12
3 Radio 13...35 ▶ 136


Backfire • 44

231 

Activate 13...16 •

1 Vision 22...54 ▶ 56
2 Radio 14...32 ▶ 165
3 Tools 16...24 ▶ 189

Backfire • 97

311 

Activate 14...26 •


1 Vision 22...55 ▶ 87
2 Ohm 21...41 ▶ 20
3 Magn 21...41 ▶ 90

Backfire • 134

318 


1 Vision 32...56 ▶ 18
2 Magn 21...33 ▶ 27
3 Geiger 12...13 ▶ 120

Backfire • 3

327 

1 Vision 22...61 ▶ 46
2 Radio 13...33 ▶ 78
3 Infra 13...23 ▶ 9

Backfire • 93

337 

1 Vision 22...52 ▶ 53
2 Infra 14...25 ▶ 50
3 Magn 15...41 ▶ 83

Backfire • 131