

DEVELOPMENT BUILD #87

VERSION: R1436

DESCRIPTION:

DEVELOPMENT BUILD #87 IS A **FAR SUPERIOR** BUILD TO THE 86 THAT CAME BEFORE IT. TBH, BUILD #5 WAS GREAT, BUT **WAY** OUT OF SCOPE, SO WE BUDGETED FOR COFFEE OVER BELLS AND WHISTLES.

AS A **PLAYTESTER**, YOUR TASK IS TO **PLAY AND WIN**. WE LOST A LOT OF GOOD PLAYTESTERS DURING THE **TRAGEDY OF PLAYTEST #144**; HOWEVER, WE ARE CONFIDENT THAT THE **"PROPOSAL"** MECHANIC IS IN A BETTER PLACE NOW TO LIMIT WANTON **DEATH AND DESTRUCTION**.

UTILIZE YOUR **IMAGINATION**, PLAN A **SOCIAL STRATEGY**, AND **PITCH RULES** TO YOUR BENEFIT. IT'S YOUR GAME TO MOLD!

SETUP:

1. 3-6 PLAYERS **PLACE 8 COLORED PIECES** ON THEIR MATCHING COLOR **START HEXES**.
2. PLAYERS GET MATCHING COLORED **STICKY NOTES** FOR PROPOSALS.
3. PLACE **5 ASSASSIN PIECES** ON THEIR STARTING HEXES (HASHED LINE HEXES) IN THE CENTER.
4. ALL ROLL A **D6**, THE HIGHEST ROLL TAKES THE **FIRST TURN**.
5. TURNS PROCEED CLOCKWISE.

DIRECTIONS:

1. TAKE **YOUR TURN**: MAKE **8 MOVES**. EACH MOVE CONSISTS OF MOVING A COLORED PIECE OR AN ASSASSIN 1 HEX SPACE. NO JUMPING PIECES OR SHARING HEX.
2. ANY **ASSASSIN** CAN TAKE A COLORED PIECE'S HEX, SENDING THAT PIECE BACK TO START. ASSASSINS **CANNOT** OCCUPY PLAYER STARTING HEXES OR SCORE POINTS.
3. TO **SCORE A POINT** MOVE YOUR COLORED PIECE ONTO A START HEX ON THE OPPOSITE SIDE OF THE BOARD FROM YOUR START. REMOVE PIECES THAT SCORE FROM THE GAME.
4. FIRST PLAYER TO 4 POINTS **WINS**.
5. THE DIRECTIONS **CANNOT BE VIOLATED**, UNLESS ADJUSTED BY A PROPOSAL.

PROPOSALS:

1. IF YOU SCORE A POINT, **PROPOSE A NEW RULE** WRITTEN ON A STICKY NOTE.
2. ALL PLAYERS VOTE **"YEA"**, **"NAY"**, OR **"ABSENT"** ON THE NEW RULE (1 MIN. DEBATE). RULES CAN BE REWRITTEN OR EDITED DURING DEBATE.
3. IF THE NUMBER OF "YEA" VOTES IS GREATER THAN THE NUMBER "NAY" VOTES **THE PROPOSAL PASSES**.
4. VOTING **"NAY"** ON A NEW RULE PROPOSAL VOTE RESULTS IN THAT PLAYER SENDING ONE OF THEIR PIECES BACK TO START. YOU CAN'T VOTE "NAY" IF ALL YOUR PIECES ARE ON A START HEX.
5. ONCE PASSED, STICK A NEW RULE NEXT TO BOARD. IT IS **ACTIVE**.
6. IF ANY PLAYER VIOLATES A NEW RULE, THE RULE SUBMITTER **DEFINES PUNISHMENT**. THIS IS WRITTEN ON A STICKY NOTE, PLACED WITH THE RULE.
7. ALL PLAYERS VOTE "YEA", "NAY", OR "ABSENT" ON PUNISHMENT FOR THE OFFENDER. (30S DEBATE).
8. A **PUNISHMENT IS APPLIED** WITH "YEA" MAJORITY (ABSENT VOTES JUST REDUCE TOTAL VOTE MAJORITY).
9. AT ANYTIME DURING THEIR TURN A PLAYER MAY **CALL FOR A CLEAR**.
10. ALL PLAYERS VOTE "YEA", "NAY", OR "ABSENT" ON A **CLEAR** (1 MIN. DEBATE. ABSENT VOTES JUST REDUCE TOTAL VOTE MAJORITY).
11. A **CLEAR PASSES** WITH "YEA" MAJORITY. REMOVE ALL ACTIVE STICKY NOTE PROPOSALS, AND ANY UNUSUAL GAME PIECES THEY ALLOWED TO ENTER PLAY; THEY ARE **NULL AND VOID**.
12. ALL **TIE VOTES** ARE SETTLED WITH A D6. EVEN NUMBER = **YEA** ODD NUMBER = **NAY**.

DB87 VARIANTS:

ORIGINALLY, A FULL GAME WAS 8 POINTS BUT THAT'S A BIT NUTTER. TO PLAY A QUICK OR LONG GAME, **REDUCE OR INCREASE THE POINTS TO WIN**. SINCE "PROPOSALS" CAN BE **QUITE CAPRICIOUS**, THERE'S NO GAURENTEE FOR GAME TIME.

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