

SERBERIA 2177



LEARN TO PLAY

SERBERIA

2177

**1-3 PLAYERS
AGES 10 AND UP**

The economic collapse of the year 2068 has led to the introduction of a new world economic system in which a strict communist ideal has been implemented to mitigate the impact of this collapse. This theorem was first implemented in the United States which was successful in eliminating the weak portion of the society and establishing an ironclad rule over the remainder of the population.

Today marks the 100th anniversary since the introduction of the World Championships games in 2077, hosted by what is now known as the United Soviet Socialist Kingdom (USSK). The games have adopted a deadly format to appeal to the general audience, as reflected by the TV ratings. Three contestants have been chosen based on a strict testing regiment that include a heavy background check and a 24-hr surveillance and monitoring to determine the motives of each candidate. The candidates are aware of the inevitable outcome however, with high risk come great reward...

TABLE OF CONTENT

1. Game Components.....	1
2. Object.....	2
3. Setup.....	2
4. Gameplay.....	3
The Action Phase.....	3
The Stalker Phase.....	3
The C65 Algorithm.....	4
Achieving Objectives.....	4
The scraps Shop.....	5
5. Combat.....	4
6. Playing Cards.....	6
7. POI Tokens.....	6
8. Character Cards.....	7
9. Board Tiles.....	7
10. Scenarios.....	8
A Crack in the union.....	8
Bionics All Out Attack....	8
11. Endings.....	9
Ending 1.....	9
Ending 1B.....	9
Ending 2.....	9
Ending 3.....	9
10. Advanced Tactics.....	9



1. GAME COMPONENTS

1 GAME BOARD
9 BOARD TILES



3 BIONIC DICE



2 D6 DICE



9 CHARACTER STANDEES/PAWNS



3 CONTESTANT STANDEES/PAWNS

6 STALKER STANDEES/PAWNS

3 CONTESTANT CARDS



69 PLAYING CARDS

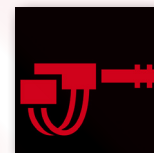


27 ITEM CARDS

6 STALKER CARDS

36 POSITION AND MOVEMENT CARDS

70 TOKENS



1 SCRAPS SHOP TOKEN

7 POI TOKENS

36 LOCKDOWN TOKENS

22 WPTOKENS

3 MEDAL TOKENS

1 BROADCAST CODE TOKEN



2. OBJECT

In Serberia 2177 players have the freedom to choose the gameplay by selecting the desired scenario. Should you choose to work together, your main objective will be to take down the USSK regime. But they must not become aware of your intentions, play by their rules...

Blood, sweat and bionic weapons is what the second scenario entails. Your duty is to place first in the WC games, you do this by ANY MEANS NECESSARY. Get ready for an all out war in the “Bionics All Out Attack” Scenario.

3. SETUP

- I. Choose a scenario (see scenarios section)
- II. Shuffle the board tiles and place them randomly on the game board. Starting from top left to bottom right.
- III. Shuffle the stalker cards and place them within reach. Next, shuffle the playing cards and place them next to the board. Shuffle the position and movement cards and place them near the board. Set the lockdown rate to the corresponding difficulty level (2 for the easy difficulty).
- IV. Pick a character and place their pawn or figure on any tile in the starting area as designated on their character card. Each character comes with a character card, a character pawn (or standee) and a battle die. Read your character’s background and abilities. Take 2 WP tokens corresponding to your WP as shown on each character card. These will serve as your health points.
- V. Shuffle the points of interest tokens and place face down next to the board. Draw 4 cards from the position and movement deck. These cards will determine the location of the points of interest tokens on the board. Randomly pick 4 tokens and place them on their locations as determined by the cards drawn. Return the cards and shuffle the deck.
- VI. Draw 6 cards from the position and movement deck. Take 6 lockdown tokens and place them on their allocated positions on the board. Return the 6 cards to the deck and shuffle the deck once more. Finally, take the scraps shop token and place it on a random tile in the scraps zone area.

Now you’re ready to play.



4. GAMEPLAY

Each player turn has four phases:

- **The Action phase:** perform up to 3 actions.
- **The playing card phase:** draw 2 cards from the playing cards deck.
- **The stalker phase:** perform a dice test. If failed, draw a stalker card and place their standee on the board.
- **The C65 algorithm phase:** roll the dice to determine which tile will be locked. The C65 algorithm is determined by the lockdown rate.
- Once completed pass the turn token to the next player.

THE ACTION PHASE

- The Actions phase include (3 action points):
- Move between tiles (not diagonally).
- Combat (1 per action).
- Resolve a card.
- Use key cards to unlock the medal vaults.
- Exchange cards with other players (must be on the same tile).
- Rest (gain 1 WP and 2 EP)
- 1 rest = 1 action

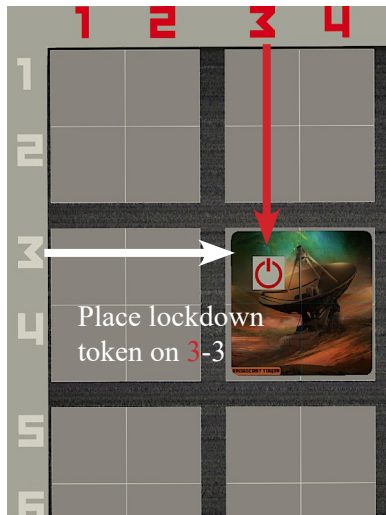
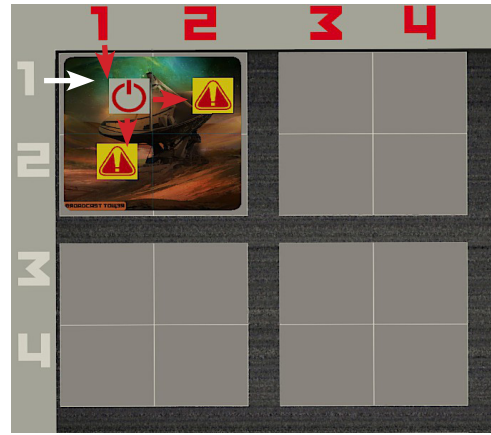
- Exception to the above rules will depend on the player's starting/gained abilities.
- A **fourth action point** can be unlocked by performing a dice test. If a player scores 7 or more they can perform the fourth action. If that player scores less than 7, they must spawn a stalker to the playing field (explained in the next section).
- Movement in the "Fall and Burn", "Radioactive Triathlon", and "Serberian Biathlon" results in losing 1 EP per turn (see the board tiles section).
- Certain actions can be performed while waiting for another player to complete their turn. These actions include combat, resolving a card, and resting. **However**, the teleportation card can only be used if a player decides to assist another player in combat.
- Once the above actions have been performed that player will start their turn with reduced action points.

THE STALKER PHASE

- This phase begins by rolling the C65 dice (the red and white dice). If a player fails to score 7 or more a stalker is spawned to the playing field.
- If a player fails the dice test, they must first draw a card from the stalker deck and two cards from the position and movement deck. The stalker card will determine which opponent the players will be facing. The first position and movements card determines the tile on which the stalker will appear. The second card determines their movement in the X and Y-directions. A stalker will always move towards the nearest player on the board regardless of the number of players on the same tile. Combat will ensue once that player's turn begins.
- While waiting for the other players to complete their turn, a player can engage in combat against stalkers. On that player's turn, he/she can spend what remains of their action points after engaging in combat. .
- When you draw a stalker card it is important that you read and understand their abilities and winning rewards.
- There can be up to 6 stalkers on the board at the same time. They must be moved to the nearest player(s) at the end of each action phase.
- To move stalkers on the board, draw one card from the position and movements deck. This will determine the movements of these stalkers in the X and Y-directions.
- Once all stalkers are defeated, reshuffle their cards and place them face down next the board.
- If a player scores 7 or more and a stalker already exists on the board, that player must draw one card from the position and movements deck. This will determine the stalkers movement.
- As an example, a player draws 1 stalker card and 2 cards from the position and movement deck after they failed to score a 7 on the dice test. The first position and movement card drawn, 5-1, allocates the stalker standee to tile 5-1 on the board. The second card, 3-6, allows the stalker to move up to 3 spaces in the X-direction and up to 6 spaces in the Y-direction. After a movement card is drawn, it is placed back and shuffled into the deck.

THE C65 ALGORITHM PHASE

- This phase begins by rolling the red and white dice at the same time. Each die presents an axis on the board.
- For example, if a player rolls 3 on white die and 3 on the red die, they will take a lockdown token and place it on that space. Zone 3-3 is now locked; this means players cannot perform any action on that tile.
- The C65 algorithm is ran based on the lockdown rate. The starting rate is 2 (roll the algorithm dice twice). This rate can increase or decrease depending on certain playing cards.



- When the simulation is turned off in a tile, players can move on that tile but may not be able to retrieve any medals or perform any actions relating to the scenario objectives. To do so, players will need to unlock that tile first using actions.
- During the lockdown phase, if a player rolls a tile that is switched off, that tile now becomes locked.

ACHIEVING SCENARIO OBJECTIVES

- The C65 algorithm is ran based on the lockdown rate. The starting rate is 2 (roll the algorithm dice twice). This rate can increase or decrease depending on certain playing cards
- If the coordinates shown on the dice correspond to a lock tile this will lead to a lockdown overdrive. This will result in switching off the simulation in the adjacent tiles in the X and Y-direction of that locked tile.
- Take the lockdown tokens and place them face down (the yellow caution sign side) on the adjacent tiles in the X and Y-directions only.
- As an example, if 1-1 is locked, tiles 2-1 and 1-2 will now switch off from the simulation. Thus, two face down lockdown tokens are place on those tiles.

- Each scenario requires specific objectives to be achieved. A common objective between the scenarios is retrieving the WC medals from the medal vaults.
- These vaults are located in three zones, Fall and Burn track, Serberian Biathlon Course, and Radiactive Triathlon Course.
- Players must collect 3 key cards to unlock the medal vaults. They must be within the zone where the vaults are located to unlock them (any tile on that zone). The key cards can be a pair of matching colours or different colours.




- In scenario 2, each medal has a value. The gold medal is equivalent to one bronze and one silver medal. This will be explained in details in the scenario section.

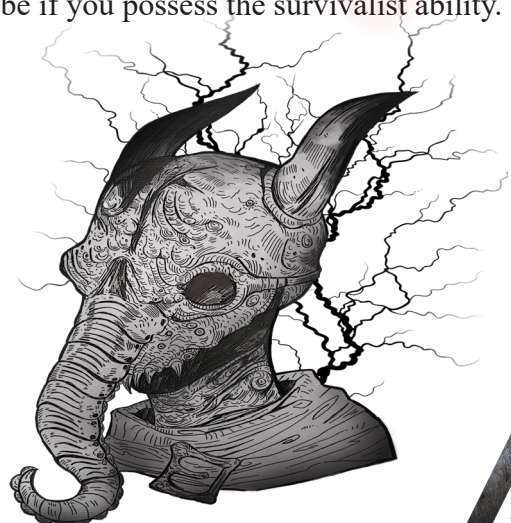


THE SCRAPS SHOP

- Prior to starting a game, players can decide on which tile on the scraps zone the scraps shop can open. The scraps shop allows players to pick any card from the discarded cards pile and place it back into their playing hand. This can be done once per turn.

5. COMBAT

- combat ensues when a stalker appears on a tile with another player or when two or more players are on the same tile. This is also known as Bionic Battles.
- Stalkers: match the WP symbol on the bottom left corner of the stalker card. If a stalker card is drawn the second time, that stalker becomes a level 2 stalker. Match the WP symbols on the bottom right corner of the stalker card. If you fail to match the symbols during your action phase, you will lose all of your action points and one WP point. You will have to repeat your attempt until the symbols are matched.
- After you defeat one stalker, place their card next to your playing area. Do not add them to the stalker discard pile. Remember, if you draw the same stalker card for the second time, you will face a level 2 stalker. You will have to match the WP symbols on the bottom right corner of that stalker's card. After defeating a level 2 stalker add their cards (level 1 and level 2) to the stalker discard pile.
- Teleporting or running away from a battle (requires special abilities) will leave the stalker standee (or pawn) on the tile they appeared on.
- If a player decides to retreat during combat, at the end of their actions phase, they must move that stalker to the nearest player.
- If a player moves to a tile where another player and a stalker exist, they can decide who to fight first (in the cooperative scenario they can roll their die at the same time increasing their odds of winning). If playing in a cooperative mode, the rules regarding fighting other players are disregarded.
- If a player loses both of their WP points, they must respawn from their starting location. That player will respawn from their starting area.
- When respawning, that player will start with 1 WP point.
- If all tiles on the starting zone are locked that player will perish.
- The Aikido lizard has the ability to re-roll the dice. This ability is matched if a player rolls two or more shield symbols. Meaning that player will not need to re-roll the die if they score  **x** or more.
- For level 2 Aikido lizard, the symbol must be that of three shields to have the re-roll effect not take place.
- Fighting Other Competitors: The Bionic Battle between two players (or more) can ensue once they are on the same tile. This rule does not exist in the cooperative scenario. To win a bionic battle, match the WP symbols on the bottom left corner of your opponent, until you can eliminate the two WP tokens. The first player who eliminates the two tokens wins (there cannot be any ties). The losers respawn from their starting area. The winner can take as many cards as they wish and one medal from the losing player. Remember, you are only allowed up to 5 playing cards.
- Similar to the rules regarding losing against stalkers, losing Bionic Battles against other players, that player will lose all their WP points and you will respawn from your starting area.
- If all the tiles in your spawning area are locked, you will lose the game. An exception to this rule would be if you possess the survivalist ability.



6. PLAYING CARDS

- At any time, a player is allowed a maximum of 5 playing cards in their hand. You can choose to discard cards and replace them with new ones
- Item cards have various effects. Some give players special abilities while others are objective based key cards.
- when drawing cards please read through the description for each one to resolve them efficiently.
- The stalker cards have a number of attributes that form a factor in determining a player's chances of winning. In the figure, the Aikido Lizard is chosen as an example. The Aikido Lizard is a defensive Battle Card type. The first section in the card (marked number 1 in the figure) shows the character's background. The second section of the card (marked number 2) shows the character's abilities and the special winning reward, should they have any.
- Finally, section 3 shows the WP for each level. The WP symbol on the bottom left corner is for level 1 combatlers. The two symbols on the bottom right corner are the level 2 WP. These stalkers are computer generated hence the ridiculous designs

1 A master in the art of Aikido from the legendary Seagal School. Also, a humanoid lizard.

2 **Specialty (level 1 only):** Aikido block, this move allows the master to reroll the bionic dice for one turn should he get an inferior result the first time.

I:  3

II:  

7. POI TOKENS

- The points of interest tokens (PoI) are placed randomly at the start of the game, as explained in the setup section. These tokens are categorised into three types: empty, draw a card, and roll dice. The empty type do not contain anything and is discarded immediately.
- The draw a card token allows the player to draw a card from the player's deck. Finally the roll dice token will allow a player to roll the dice to determine whether a stalker will appear (similar to the stalker phase).
- Players can move to a tile that contains a PoI token. They can flip and resolve it. This however will not count as an action. Once a token is resolved, the player can then remove that token from the game.




Roll the dice POI



Draw a card POI



8. CHARACTER CARDS




1 THE RETURNING CHAMPION

2 Background:
Following the conclusion of the previous edition of the Olympic games, the champion is sent to the Gulag for re-education. There, they met with members of the resistance who informed him/her of a plan to infiltrate the union's broadcast and send a message to the other members of the resistance to unite the struggle against the regime. Having this in mind, the champion decided to volunteer to participate once more in the deadly games. Unlike the other competitors, little background check was performed on the returning champion due to the presumed strict surveillance system that was implemented in the camps. As the champion awaits his turn to enter the games, he gazes into the crowd and thinks "some body has to pay".


3 Starting location: The teleportation Zone

Skills:




Teleportation: The union awards the returning champion a state-of-the-art teleportation device that will allow the player to traverse to any tile for one action. This device may be used once per game.


Type: Navigation skill





Endurance: The returning champion does not lose WP points after a round of combat against stalkers and other players. This ability may be used once per game.

Type: Combat skill

5 WP:  **5**





7 EP 

Acquired Abilities

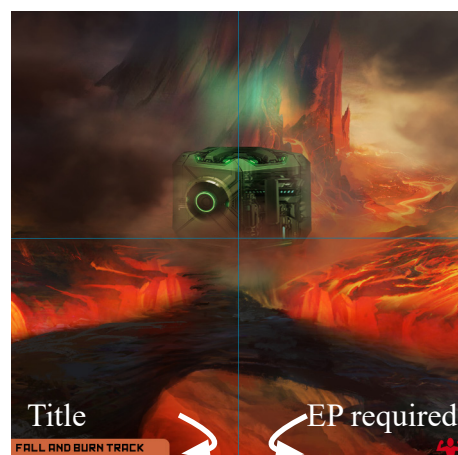
4

6

1. Character name
2. Character background
3. Character's starting location
4. Character's starting abilities. Please read through the description for each ability.
5. WP points: these points serve as the health points for each character.
6. EP points: these represent the character's stamina. These points are required for entering into specific zones. Prior to entering a new zone, pay attention to the EP symbols on the bottom right corner of that zone. Once a player exhausts all of their EP points they will lose 1 WP. If that player is still inside a hazardous zone, they will lose another WP.
7. Acquired abilities: players can acquire new abilities throughout the game. Check the advance tactics section for information regarding acquired abilities

9. BOARD TILES

- Board tiles are known within the game as zones. each zone is divided into four tiles.
- Certain zones are designed to have hazards that may hinder a player's progress. These zones require EP points to navigate through them. Once a player enters these zones, they must remove one or more EP token from their character card. They will continue to lose EP points at the end of each of their turns should they wish to remain in that zone.
- Players who wish to rest in a hazardous zone cannot regain WP and EP points.



10. SCENARIOS

A CRACK IN THE UNION

- **Gameplay type:** cooperative
- **Background:** After spending years in the Ghettos as a reward for his freedom, the returning champion comes back to the games once more, this time with vengeance on his mind. He has learned of the jamming code to the broadcast station which would allow the resistance to take over the broadcast to deliver their message to the people. Upon meeting the other contestants, the former champion reveals his plans in the hopes of seeking assistance from them.

Objectives:

- The union must not be aware of this plan; you must play by their rules and collect all the medals.
- The returning champion must use 3 green key cards (rainbow keycards can also be used as green keycards) to gain access to the broadcast tower. The broadcast code token is placed on the broadcast tower zone once this objective is achieved.
- The returning champion must survive until the previous objectives are achieved.
- Escape through the teleportation zone or prison block B (if the feral one is still alive).

Outcomes:

- If the returning champion dies: game over.
- If all the medals are not collected: game over.
- If the returning champion fails to enter the code but the medals have been collected: Ending 2.
- If all the objectives are met: Ending 1.
- If the objectives are met and the feral one is still alive, she will tell you of a secret passageway underneath prison cell B. You can use that passageway as your escape route. This will unlock ending 1B.

Changes to gameplay:

- Remove the two manual override cards from the playing cards deck.

BIONICS ALL OUT ATTACK

- **Gameplay type:** competitive
- **Background:** The Competitors are all brain-washed by the USSK propaganda and in pursuit of their own interests. Greed and ambition is what drives the players. Nothing will stop them from achieving their goals. Hence, it is an all out war.

Objectives:

- Collect all the medals available. If a player collects a gold medal, the other players can aim to collect the other two. If one player has a gold medal and another has the remaining two, they will fight to death in a Bionic battle. This battle will take place at the teleportation zone prior to escaping the game. The C65 lockdown algorithm will then stop and this battle will not be counted as actions. The third player will perish as soon as all the medals are collected by the other players.
- you must use your EST card in the landing zone area to escape the simulation

Outcomes:

- The winner of the game will receive ending 3. The losers will all perish.

Changes to gameplay:

- Players can now traverse through locked tiles. These tiles must have an adjacent tile that is unlocked. Moving to a locked tile costs 2 actions.



11. ENDINGS

ENDING 1

The resistance successfully infiltrates the broadcast to air their message of hope to the people and to the other resistance members in hiding. A few days later, major riots erupt in the streets of the USSK which will in a year's time lead to the downfall of the regime. The players on the other hand were all sent to the Gulags for re-education. However, they were seen as heroes in the eyes of the public, the union decided to dispose of them as soon as the riots started.

ENDING 1B

The resistance successfully infiltrates the broadcast to air their message of hope to the people and to the other resistance members in hiding. A few days later, major riots erupt in the streets of the USSK. Which will in a year's time lead to the downfall of the regime. The surviving players have managed to escape to freedom.

ENDING 2

The surviving players managed to escape successfully. However, they have been warned prior to the games that the WC committee does not tolerate acts of cooperation. For this, the surviving players have been sent to concentration camps for re-education.

ENDING 3

The winner of the games is displayed by the union propaganda as a hero and a role model. Few months later, the union decided to assassinate the winning player to immortalise the soviet hero image that they have created. After blaming the resistance for the assassination, the people rallied behind the government to crush any hopes of rebellion.

12. ADVANCED TACTICS

- In Serberia 2177, players are not restricted to the abilities they have on their character cards. When a player draws an ability mutator card, they are able to browse through the other character cards and select one ability.
- Players may acquire up to two new abilities. However, these abilities are temporary and must be removed from the character card once used. They can also be replaced by new ones.
- Players cannot however copy their own abilities. Once a player depletes his or her abilities they are unable to replenish them.
- Since playing cards are not drawn at the beginning of the game, players are encouraged to navigate to the POI tiles to receive items.

IN AN ALTERNATE UNIVERSE, NOT MUCH HAS CHANGED IN TERMS OF THE PAST EVENTS LEADING TO THE WC GAMES. HOWEVER, THIS YEAR, THE WC COMMITTEE HAS MADE AN EXCEPTION FOR A FOURTH COMPETITOR TO BE INTRODUCED. IN THIS NEW EXPANSION, YOU WILL HAVE THE CHOICE OF SELECTION BETWEEN A POOL OF SIX CHARACTERS. THIS EXPANSION ALLOWS FOR UP TO FOUR PLAYERS AND INTRODUCES NEW CHARACTERS AND TILES.

**SEBERIA 2177: THE 100TH ANNIVERSARY EDITION
COMING SOON....**

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