

# p e n u m b r a

*in space, no one can hear you guess*

## Your Predicament

You and a number of fellow humans have been abducted by aliens for experiments on logic, behavior, and wit. The only way to survive is to outlast your opponents—the last person standing wins.

## Game Play

### Arrival

At the start of each game, draw a random Arrival ruleset. Each round, players secretly write numbers in accordance with the ruleset and reveal them simultaneously. Players who do not win the round receive a Death Mark. If you reach 5 Death Marks, you are eliminated and become a Ghost.

### Divergence

If only two players remain, draw a Divergence ruleset, which will provide new rules for head to head play. Whoever wins the Divergence wins the game.

## Features

- Mind Games
- Deduction
- Modular Rules



## Game Play Example

### Arrival: The Gift of Giving

Each player starts with 10 Life, and each round writes how much Life they give to the player on their left. The two players who give the most Life win the round. At the end of the round, your Life decreases by the amount you gave and increases by the amount you received, but if you go below zero Life, you'll get two Death Marks.

### Deduction

Since you can use the Life you expect to get from your right, you can give more than you have. The more you give, the better chance you have to win, but how much is too much?

## Components

- 6 Ruleset Tiles
- 18 Quirk Cards
- 12 Dry Erase Index Cards
- 12 Dry Erase Markers

4-12  
Players

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20-40  
Minutes