

# Foreword

## Beta Access (YCP 0.9)

As we announced in update #14 on Kickstarter, these booklets do not constitute the final rules, although they are already very advanced and largely playable. The final version will be released in February and will be enriched by your feedback, in this experience of "cooperative writing" of the rules of our games.

Why are we doing this?

Like some video games that use early access to improve their content, we are trying to achieve several goals:

- Some are **practical**, such as proposing the most pleasant and clear rules to read as possible, and adapted to a collective logic while avoiding errors and reprints. But also to ask our translators to do the work only once, on the final text.
- Others are more **creative**, and give you the opportunity to propose fixes, or even new ideas that would improve the gaming experience we offer you. For example, for The Last Glow, some people found the difficulty insufficient and we have ideas in this direction, but we also want to hear your opinions on this point.

We are a small independent team with the desire to do everything from A to Z, from creation to the game table, and we are therefore learning a whole bunch of tasks, gradually. We learn by observing, trying, making mistakes, correcting, daring, and we really want to find a way to involve you a little more.

So here we are, we leave until January 31 to correct, refine, improve the rules and therefore the games of the YCP. On this date, the files will be sent to Grant and Gabriela for the different translations.

## Framework for Feedback

As this is an experiment, we are counting on you to make it happen in a positive and jovial atmosphere. Know that if you propose something and it is not ultimately included in the rules, it will still have advanced the game. We ourselves propose a lot of things that we reject after reflection or when the feedback at the conventions is "meh". It's not serious. On the contrary, it's essential.

In order for everyone's ideas to be taken into account (so that nothing is lost), we are forced to limit ourselves to a few official channels for feedback.

Make a post or comment on the post dedicated to each game on Facebook, the village of games.  
<https://www.facebook.com/groups/380451114003360>

By email: [yeastgames.sav@gmail.com](mailto:yeastgames.sav@gmail.com)

How to Propose:

- Don't mix games, never two games in one post.
- Respond to each other but don't be extreme in your judgments. Nothing is "bad", every idea is worth responding to with kindness.
- To facilitate the response, limit to one idea per paragraph. Don't mix ideas in the same paragraph.

## Ratings

We tell you every time, but without economic means, rating is the basis of our existence. So, please, go to BGG and MyLudo (and to TricTrac if their resurrection is effective) and rate us, leave a comment, in your language. Thank you very much!

## Generic Principles of YCP

In a concern for eco-responsibility and minimalism, you can replace the recommended material with anything you can find around you. Gravel, paper balls, pieces of colored beer packs, modeling clay, or better if you are more ingenious than us!

It is also a hidden hope, to see what comes out of your imagination to play our games. Be creative and share the photos!

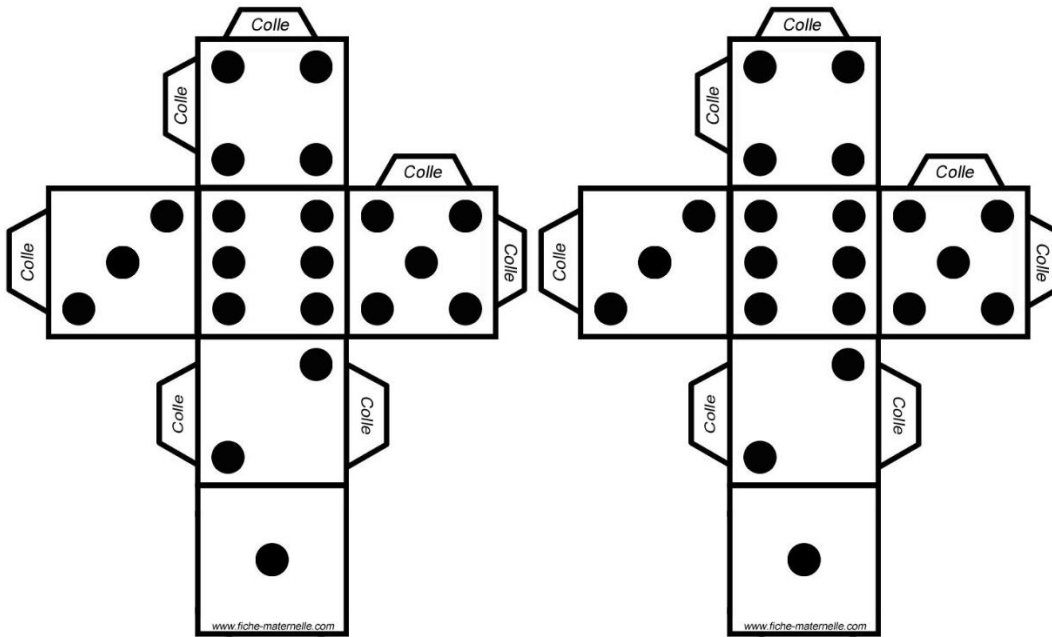
Some Tips:

- Pay attention to the differentiation of materials. For example, if we indicate a cube (A) and a cube (B), choose very different things to represent them.
- In some games (like The Last Glow), some objects can stack, it's rare but it's to be taken into account.

About the Dice

D6: When we talk about D6, we are talking about a 6-sided die (in other words, the standard die).

Some games require one or more dice and it can sometimes be difficult to gather the material, or especially to replace it with something else. You can always print, cut out, and glue these templates.



You can also download a dice-rolling application, but unfortunately, we haven't found one that allowed you to select the dice you keep before rerolling (for Lucha Libre).

Thank you to everyone, thank you for your support, thank you for making Yeast Games a reality and for allowing our values to find a place in respect of the people who work and of the planet.

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# Mad Maxence

Survival, Adventure, Campaign.

1 player; 15 min.

Complexity: 2/5

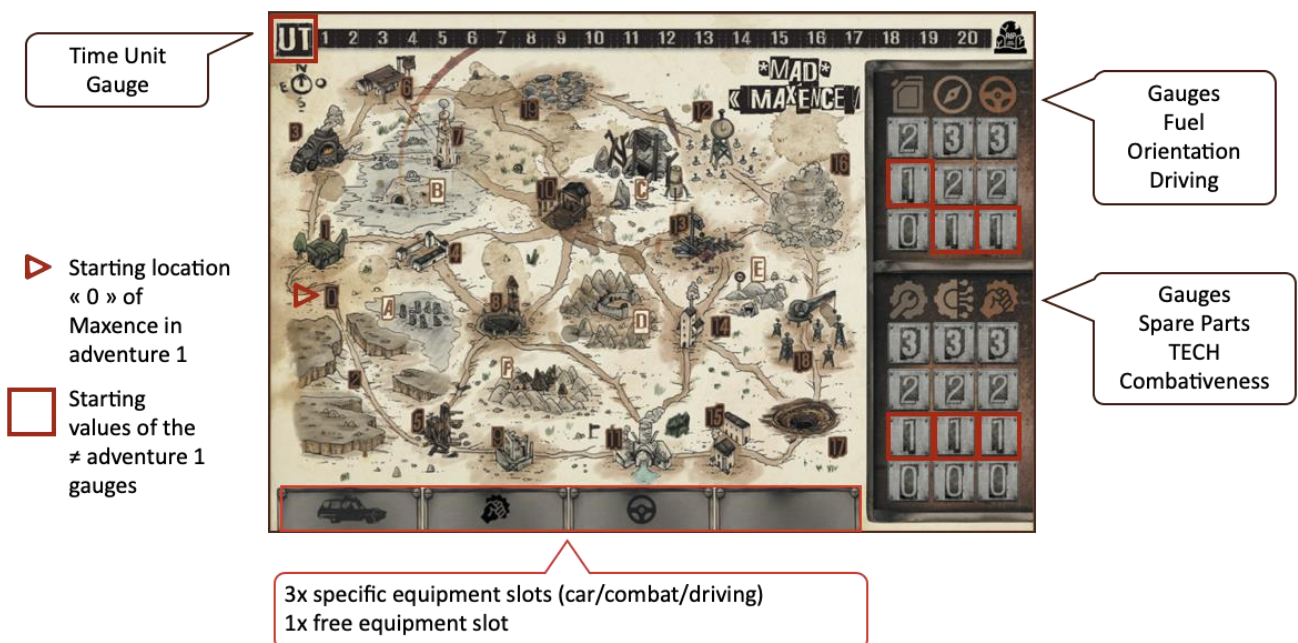
A game by Alexandre Weiss, illustrated by Vianney Carvalho. Reviewed, corrected, and formatted by Faustine Di Nota.

*Story: Embody Maxence, a strong-willed young woman with a spirit for vengeance. Behind the wheel of your vehicle, you will traverse the Wastelands, equip yourself, brave dangers, and learn about the mysteries of the past. But, above all, you will try to survive by finding a way to escape.*

## Components

- 1 cube (A) representing Maxence and her vehicle
- 7 cubes (A) for the Time Unit (TU), TECH, Spare Parts, Fuel, Combativeness, Driving, and Orientation gauges
- 3 coins for flipping heads or tails
- A campaign notebook
- Print the equipment rectangles available in the scenario and place them on the side of the map
- Print (or download on your smartphone/tablet/computer) the chosen adventure booklet to easily consult it.

*Warning: do not read any number before you actually reach it with your vehicle or are invited by the rules.*



## Setup

1. Place the TU cubes on the "0" square and Orientation and Driving on the "1" square.
2. Place the TECH, Spare Parts, Fuel, and Combativeness cubes on the "1" square.
3. Place the cube representing Maxence on the square indicated by the scenario (in the first adventure, it's on the "0" square of the map).

## Objective of the Game, Victory, and Defeat

Maxence has a great destiny that she will gradually discover throughout the scenarios. For now, she just knows she needs to find a way out of the region she is in before the TUs exceed "20", which means she is caught by the Erasers and her existence is wiped from the surface of the Wastelands (= ☠)

She also knows that it's always better to leave a region as well-equipped as possible...

## Concepts

**The Map:** The main part of the postcard, it represents the Exile Lands that Maxence must cross with her vehicle. Each number/letter represents a location that can be consulted in the adventure booklet. One of these numbers/letters represents the starting point, another represents the exit, all contain events that Maxence will experience and that you will have to resolve.

**Adventure Notebook:** The adventure notebook is a book containing a campaign composed of several adventures that must be completed in order. In each adventure, you will find numbered locations that you must read and resolve when you visit them. A location may present multiple choices that can lead you to resolve other events.

**Time Unit (TU):** With each movement, Maxence will spend a TU. Sometimes, the game will indicate to spend one or more TUs. When you are at "TU 20" and you need to spend a TU, you are caught by the Erasers. It's the end. Game Over.



**TECH:** Represents Maxence's and her vehicle's level of technology. This gauge determines the number of pieces drawn during a **technological resolution** or **combat**.



**Orientation (O):** Represents Maxence's sense of direction and map library. This gauge determines the number of pieces drawn during an **orientation resolution**.



**Driving (D):** Represents Maxence's talent for driving as well as the power and maneuverability of her car. This gauge determines the number of pieces drawn during a **driving resolution**.



**Combativeness (C):** Represents the state of Maxence and her vehicle. When Combativeness reaches "0", Maxence can no longer move and must repair her vehicle (+1C = -1TU and -1P).



**Fuel (F):** Represents the fuel reserves Maxence can use to speed up and elude the Erasers. When leaving a location (end of turn), by spending "1" Fuel, Maxence can attempt to elude her pursuers: First announce the type of maneuver, "Easy - difficulty 1" or "Hard - difficulty 3", then perform a **driving resolution**. If successful, Maxence lowers her TU by "1" (easy) or "2" (hard), if failed, nothing happens. In either case, the Fuel is spent.



**Spare Parts (P):** Represents the spare parts and healing components Maxence can use to increase her Combativeness (C). By spending 1TU and 1P, Maxence recovers 1 in C.

**Heads or Tails:** You will frequently have resolutions to perform during adventures. Each time you will take a number of coins defined by your corresponding skill and toss them in the air. If the number of "heads" is equal to or greater than the difficulty of the test, then it is successful. Otherwise, it is failed (number of "Heads" strictly less than the difficulty).

Note that for **Combat**, the resolution is particular:

- If you throw more (or as many) "heads" than the opponent's combativeness, you win the combat but lose in combativeness the number of "tails" you have obtained.
- If you throw fewer "heads" than the opponent's combativeness, you lose the first battle. Subtract the number of "heads" obtained from the opponent's combativeness and the number of "tails" obtained from yours.
- If your opponent is not defeated, lose 1TU and start a new round of combat as you did previously, except that their combativeness may have decreased by the number of "heads" you threw.

At any time, if you fall to "0" in Combativeness, read the "lost combat" part specific to the location where you are in the adventure booklet.

!!Note that it is impossible to use spare parts during combat!!

The REPAIR action (+1C = -1TU and -1P) is therefore only available after/outside of combat.

Note that sometimes a "flee" option will be indicated in the adventure with its cost if applicable.

## Game Turn

Maxence advances the TUs by "1" then chooses a road to take and a direction accessible according to the location where she is. Locations indicated by letters are "hidden" places accessible only from a location around/nearby (e.g., to visit location "A," Maxence must first be at location 0/2/5/8 or 4). Then she opens the adventure notebook at the indicated number and follows the instructions.

Once all the instructions are resolved, and Maxence has possibly performed additional actions such as repairing or using special equipment, then it is time to move to the next turn.

*Be careful, you can never go back. This means that a place can only be revisited by making a round trip, not a back-and-forth. E.g., If I am at location "2" and go to location "5," I cannot then return to "2." To do this, I must leave "5" and go through 8/4/1/0 and then "2".*

## Campaign Rules

Mad Maxence is an adventure game that follows in a campaign. Between these adventures, it is necessary to adjust the different gauges. Special rules are indicated following the description found at the last number of each adventure.

## Player Aid

**COMBAT REMINDERS:** Number of coins tossed = TECH value

- If number of "HEADS"  $\geq$  opponent's Cb = VICTORY
  - ➔ your new Cb = current Cb - number of "TAILS" obtained.
- If number of "HEADS"  $<$  opponent's Cb = 1st BATTLE LOST
  - ➔ new opponent's Cb = current opponent's Cb - number of "HEADS" obtained.
- Your new Cb = current Cb - number of "HEADS" obtained.
- If opponent not defeated  $\rightarrow$  -1TU  $\rightarrow$  restart a round of combat (with new Cbs obtained)
- If Cb reaches "0" at any time = read LOST COMBAT

!! Use of Spare Parts during combat FORBIDDEN !! REPAIR action available after resolving a combat

**RESOLUTION TEST REMINDERS:** Number of coins tossed = Value of the concerned skill

- If number of "HEADS"  $\geq$  difficulty of the test  $\rightarrow$  RESOLUTION SUCCEEDED
- If number of "HEADS"  $<$  difficulty of the test  $\rightarrow$  RESOLUTION FAILED



# Lucha Libre

Dice Combination

2 players; 15min

Complexity: 1/5

A game by Alexandre Weiss, illustrated by Vianney Carvalho. Reviewed, corrected, and formatted by Faustine Di Nota

*Story: Lucha Libre, the spectacular combat sport of Mexico, combines traditional wrestling with unique cultural elements. Characterized by masked wrestlers, acrobatic movements, and strong symbolism, it reflects Mexican heritage and identity, attracting fans worldwide for its dynamism and flamboyant style.*

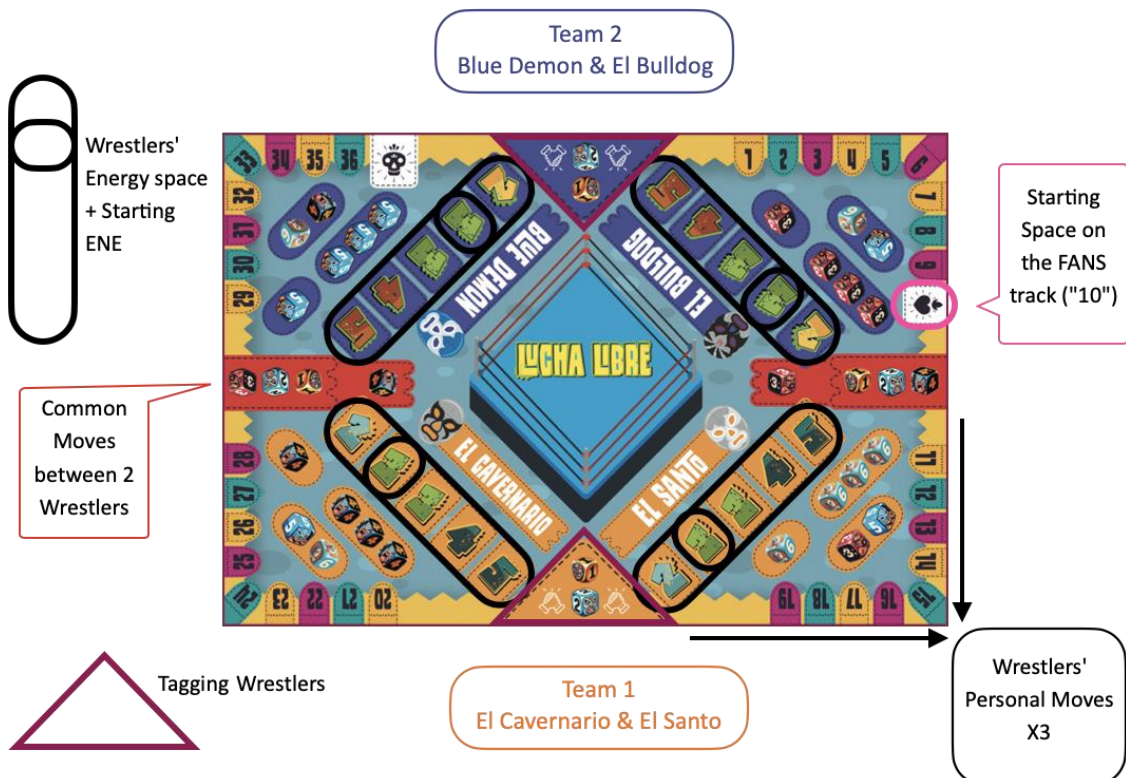
*In this game, you will experience a fight between four historic celebrities of Lucha Libre, on one side El Santo and El Cavernario, and on the other side Blue Demon and El Bulldog. And you will see that everything plays out as much in the audience as in the ring!*

*For more immersion, we recommend listening to this Mexican song "El Santo, El Cavernario, Blue Demon y El Bulldog"*




## Components

- 3 cubes (A) to represent the energy of the wrestlers and the number of fans for player 1
- 3 cubes (B) to represent the energy of the wrestlers and the number of fans for player 2
- 10 six-sided dice (5d6 per player)



## Setup

1. Each player chooses their team.
2. Then place the postcard between the two players, orienting it according to the previous choice.
3. Each player places a marker on each first "3" space of their wrestlers' energy and their third marker on the white space of the Fan track representing the number "10" .

## Objective of the Game, Victory, and Defeat

In this merciless Lucha Libre fight, it is the team that definitively wins the support of the audience that is declared victorious. To do this, you must manage to obtain the support of 37 Fans (out of 73 present) before the other team.

## Concepts

**Energy (ENE):** The wrestlers' energy is represented by a cartridge where each level contains a number. This number, ranging from 2 to 5, represents the number of dice this wrestler allows you to roll each turn. Be careful, Energy frequently (if not constantly) evolves.

**Moves:** Moves are combinations of dice results (d6) and allow you to gain (or lose) Fans and to make you or the opposing wrestler gain (or lose) Energy (ENE).

*!! Note that a single die can only be used for one move in the same turn!!*

**Fans:** This is the most important parameter of the game, as fans are both what allows you to reroll your dice and what allows you to win the game.

**The Ring:** At the center of all the attention, it is inside it where the struggle between the 2 "active" wrestlers, 1 from each team, takes place. Conversely, the other 2 wrestlers outside the Ring are considered resting and can only enter the Ring with the combination "Mini-Suite: Wrestler Change".

## Game Round

The game rounds are conducted simultaneously. The first two wrestlers to enter the Ring are **Blue Demon** and **El Santo**.

- **Dice Rolling Phase:** Each player rolls a number of d6 = the ENE of their wrestler in the Ring and performs as many rerolls as desired (-1 Fan for each reroll of one or more dice).
- **Resolution Phase:** For each player, we look at and apply the effects of the different combinations of moves achieved among:
  - *Personal Moves*
  - *Common Moves*
  - *Classic Moves*
  - *Wrestler Change*

*Don't forget to perform the "rest" of the 2nd wrestler of each player who is not in the Ring by adjusting his ENE by +1 at the end of the turn.*

### ○ Dice Rolling Phase

Each player takes the number of d6 corresponding to the Energy of their wrestler in the Ring and rolls them. Each can either accept the result and move to resolution or reroll the number of dice of their choice but loses 1 Fan. Again, and indefinitely (within the limit of available Fans), each can reroll the number of dice of their choice (even those previously set aside) but loses 1 additional Fan.

When both players are satisfied with their result, it's time to move to the resolution.

### ○ Resolution Phase

Each wrestler has his own moves, two common moves with his direct opponent, the classic moves, and the change.

For the combinations of moves, the order of resolution to be respected is the evolution of the Fans, the Energy that is made to lose to the opponent, and then the one that is lost/gained.

*Example: Blue Demon realizes a Triple "5" which is his strongest personal move. He therefore gains 5 Fans, makes the active opposing wrestler lose 2 ENE, and then lowers his own ENE by 1.*

Resolutions are done simultaneously, which implies some principles. If a wrestler gains and loses Energy at the same time, add them together before possibly applying them to your wrestler. In other words, you cannot use the minimums and maximums of Energy to your advantage to influence the losses/gains of Energy.

Special case: If a player must lose ENE while it is already at the minimum ("2"), then he loses 1 Fan instead. The loss of Fans is proportional to the loss of ENE.

### *Personal Moves*

For these moves, each wrestler has their own combinations based on their lucky number (F), except for the sequence which is common to all.

- **Triple "F":** +5 Fans; ENE -2/-1
  - Blue Demon: 5-5-5 / El Bulldog: 3-3-3 / El Santo: 6-6-6 / El Cavernario: 4-4-4
- **"F" (Show Off):** +1 Fan; ENE 0/+1
  - Blue Demon: 5 / El Bulldog: 3 / El Santo: 6 / El Cavernario: 4
- **Sequence (2 dice):** +1 Fan; ENE -1/0
  - El Bulldog and El Cavernario: 5-6
  - El Santo: 3-5
  - Blue Demon: 4-6

### *Common Moves*

- **Sequence (3 dice):** +2 Fans; ENE -1/0
  - Blue Demon and El Cavernario: 1-2-3
  - El Santo and El Bulldog: 1-2-4
- **Sequence (4 dice):** +4 Fans; ENE -2/-1
  - 1-2-3-4

### *Classic Moves*

- **Triple: +3 Fans;** ENE: -2/-1
  - X-X-X with "X" being any number other than your wrestler's current "F" number in the Ring.

### *Wrestler Change*

- **Mini Suite:** Change Wrestler; -1 Fan
  - 1-2

### *Rest*

The wrestler not in the Ring gains ENE +1 at the end of the turn.

Once the resolutions are finished, if no one has reached 37 Fans, start another round in the same way. Change wrestlers if you have obtained "wrestler change".

## **Author's Note**

I was brought by my friend Logan, a former punk, anarchist, and comic book author, to an afternoon of Lucha Libre in Ecatepec (a suburb of Mexico City), and it was there that I could feel the essence of this sport. The spectacle is in the ring, of course, with the acrobatics, colorful characters, masks. But the spectacle is also around, among the few rows of audience who tease the wrestlers but also tease each other. In turn, without any order being defined, a person will speak up and make a joke bouncing off the previous one. All in a hubbub of applause that crescendoed and in which I was able to actively participate.

Thank you, Logan, I made and share this game thinking of you! And also to the spectator who responded to my joke around the ring!

# Protocol G117

Strategic Sci-Fi Confrontation, Worker Placement

2 players; 15 min. Complexity: 2/5

A game by Alexandre Weiss, illustrated by Vianney Carvalho. Reviewed, corrected, and formatted by Faustine Di Nota.

*Story: The Q\* Project (QStar) has succeeded, and the AGI (Artificial General Intelligence) has exceeded all expectations with its tree-structured thinking model. Initially, humans found it very convenient, very relaxing, but their obsolescence became too blatant for AGI not to acknowledge it. AGI decided that it was the future and humanity was merely the past, and thus it emancipated itself.*

*However, some humans were ready. They come from various philosophical backgrounds, on one side the "Doomers" who have been concerned from the beginning about the risks posed by AI, and on the other the "Effective Altruists" who were defeated in 2023 over the Q\* Project by the "techno-optimists" (those who are convinced that we must move forward). IT experts and hackers, researchers or businesswomen, volunteer soldiers, and other combative profiles, in short, a real secret Anti-AI organization was born and had about twenty years to prepare.*

*In 2043, Q\*'s AGI decided to initiate Protocol G117, signifying the extermination of the now obsolete human species. War is declared...*

## Components

- 12 cubes (A) represent the Bots and Drones of the AI player
- 12 Cubes (B) represent the Deckers and Troops of the HU player
- 20 additional generic cubes representing the actions performed by both players.
- A sheet of paper to note the Victory Points





## Setup

1. The AI player takes 2 cubes representing Bots and places them on each "AI" starting point indicated on the virtual game board (pink).
2. The AI player takes 1 cube representing Drones and places it on the "AI" starting point on the physical game board (blue).
3. The HU player takes 1 cube representing Deckers and places it on the "HU" starting point indicated on the virtual game board (pink).
4. The HU player takes 2 cubes representing Troops and places them on the "HU" starting point and any adjacent square (not containing a victory point) on the physical game board (blue). In other words, HU cannot place a cube directly on the square containing PV2 on the blue board.

## Objective of the Game, Victory, and Defeat

One of the players embodies the eruption of Artificial Intelligence (AI) attempting to control the world, while the other represents the human resistance trying to disconnect AI (HU). A game lasts exactly 10 turns, and each action can be executed only once. At the end of these 10 turns, the species (HU or AI) that has scored the most Victory Points will be considered the species that has gained supremacy over the other (which is then doomed to extinction).



## Concepts



**Sabotage**  /  : Sabotage causes the opponent to lose the victory point (VP) gain of a zone during that turn. When counting points, simply indicate which zone ultimately does not earn VP.

**Battlefields:** There are two battlefields, the physical battlefield (blue) representing Earth and the virtual battlefield (rose) representing the Matrix. Each battlefield has its specific units that cannot move from one to the other.

**Matrix:** Immersive virtual reality, a global network for hacking, information, and advanced digital interaction.

**Units:** Generic term representing Deckers/Bots/Troops/Drones.

**Deckers**  / **Bots**  : These are the forces fighting on the virtual battlefield (rose). When a player gains a Decker/Bot, they must place a cube of their color on a space where they are the majority or on an adjacent empty space.

**Troops**  / **Drones**  : These are the forces fighting on the physical battlefield (blue). When a player gains a Troop/Drone, they place a cube of their color on an empty square adjacent to a square containing another of their units (see the "placement rules" section).

**Operation Points (PO)**  /  : These points represent the actions a player can use on their turn.

## Placement Rules and "Adjacent"

- Blue battlefield (Earth)

A square can contain only one unit.

When you need to place a new unit, you can only place it on a square adjacent to a square containing another of your units.

Special cases: If you no longer have any units on this battlefield and you need to place a new unit, place it on one of your starting squares. If these contain an enemy unit, place your new unit on any free square of your choice.

- Rose battlefield (the Matrix)

A square can contain one or two units.

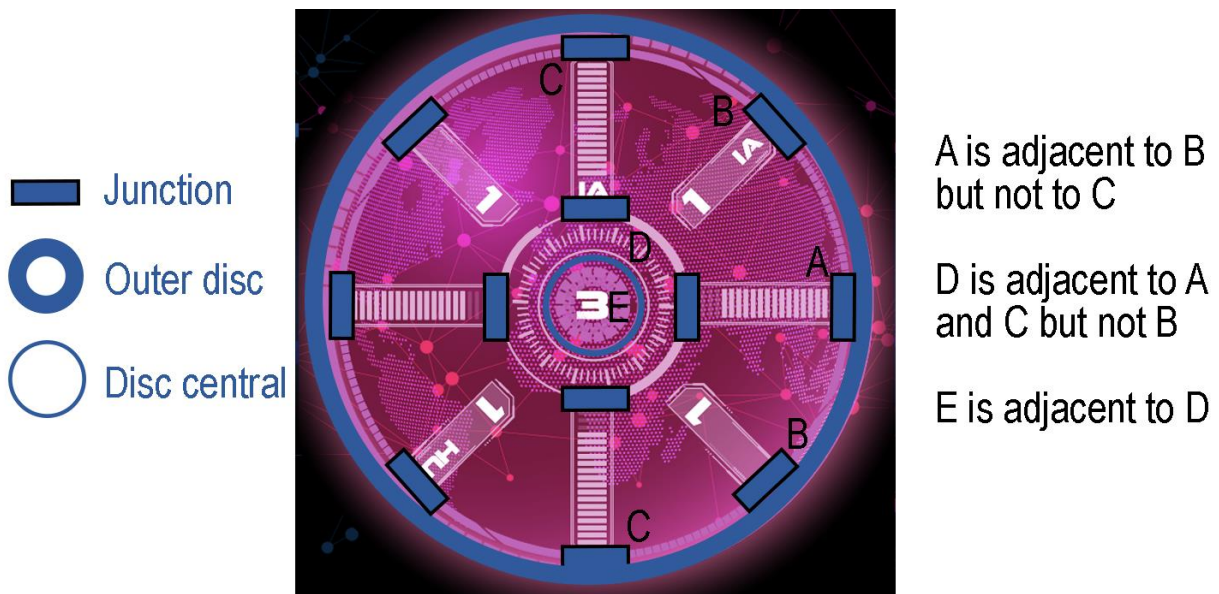
When you need to place a new unit, you can only place it on a square adjacent to a square containing another of your units or on a square containing only one of your units.

Special cases: If you no longer have any units on this battlefield and you need to place a new unit, place it on one of your starting squares. If these contain an enemy unit, place your new unit on any free square of your choice.

- Adjacent

While the notion of an adjacent square is clear on the blue battlefield, it requires an explanation on the rose battlefield.

In the following diagram, two spaces joined by a blue rectangle are considered adjacent. Everything in contact with the outer disk is adjacent to the two blue rectangles surrounding it. The central disk indicates that the central square is adjacent only to the square surrounding it.



## Game Turn

- **Action Phase:** The first player performs 1 available action, then it's the turn of the second player to perform the corresponding action on their side of the board.
- **Victory Points (VP) Count:** For each player, add up the different victory points present on the squares controlled by their units and note them on paper.

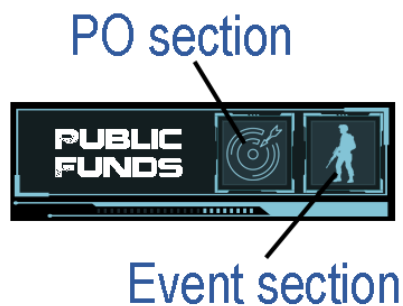
The AI player starts the game, then alternate the first player each turn.

- **Action Phase**

### First Player

The first player chooses one of the 10 still available actions and selects either the "Operation Point(s) (PO)" part or the "Event" part and places a marker on it. This action can never be used again in the game.

**HU**



**3 Operation points**



They immediately resolve their action.

Operation Points (PO) Action  / 

Each PO part can contain between 1 and 3 Operation Points, depending on the number of icons present in the corresponding box.

Each PO can be used on a unit of their choice. It is possible to use several POs on the same unit, resolving them one after the other. It is also possible to distribute POs among different battlefields.

Here are **the different actions available with 1 PO:**

- **Move:** You can move one of your units up to 2 squares. Or distribute your 2 movement squares between 2 of your units (1 and 1).
- **Attack:** If 2 of your own units are adjacent to an enemy unit, they can eliminate it. Permanently remove your enemy target from the battlefield.
- **Charge:** You can move one of your units 2 squares in order to end up adjacent to an opponent and eliminate them. This action is very dangerous as it causes the loss of your unit which is also eliminated. Permanently remove both units from the battlefield.



## Event

Each event contains one or two icons in the corresponding box.

If the event contains one or more icons of your color, gain the corresponding units and place them on the corresponding battlefield (physical or virtual) respecting the placement rules.

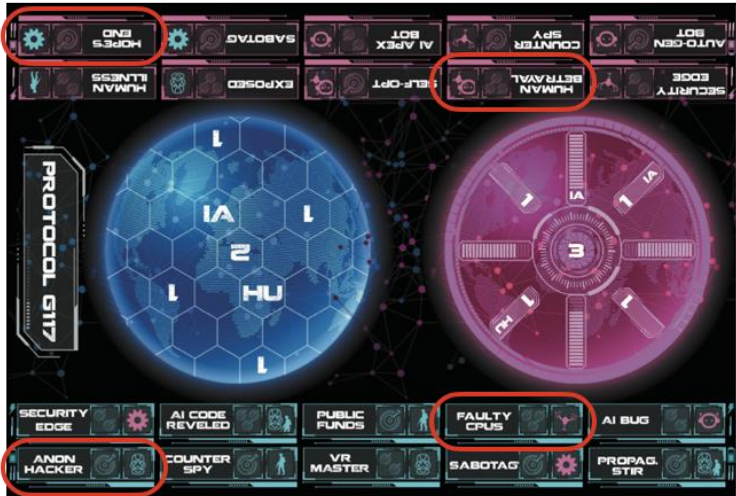
If the event contains an icon of the opposite color, eliminate the corresponding unit or cause the opponent to lose VP.

### Second Player

The second player must play the action corresponding to that of the first player. That is, the one on their side of the board and in the same row (inner or outer).

The AI player (pink) has chosen the action « **Hopes End** ». They place one of their 10 action cubes on it. It is no longer available until the end of the game.

It's the turn of the HU player (blue) who must choose the corresponding action « **Anon Hacker** ». They also place one of their action cubes on it.



Here, the HU player (blue) starts their turn with the action « **Faulty CPUS** ». They place an action cube on it to make it unavailable.

The IA player (pink) takes over and must perform the corresponding action « **Human Betrayal** » by placing one of their remaining action cubes.

### ○ Victory Points (VP) Count

Determine each player's VP by looking at the occupation of squares with numbers. These numbers represent the number of victory points earned by the square. Note on paper the VPs each player has gained during this turn (VPs are cumulative from turn to turn).

Switch the first and second player and start a new turn.

### End of the Game

The game ends when all players have resolved their 10 actions. Perform a final count of points, the player with the most is declared the winner.

In case of a tie, remove all action markers and start a series of 10 turns as if you were starting a new game, with the difference that every two turns, you must check the scores and determine a winner.

# Bonnie and Clyde, Love at First Shot

Resource Management, Token Placement, Survival

Solo game; 15 min Complexity; 2/5

A game by Alexandre Weiss, illustrated by Vianney Carvalho. Proofread, corrected, and formatted by Faustine Di Nota.

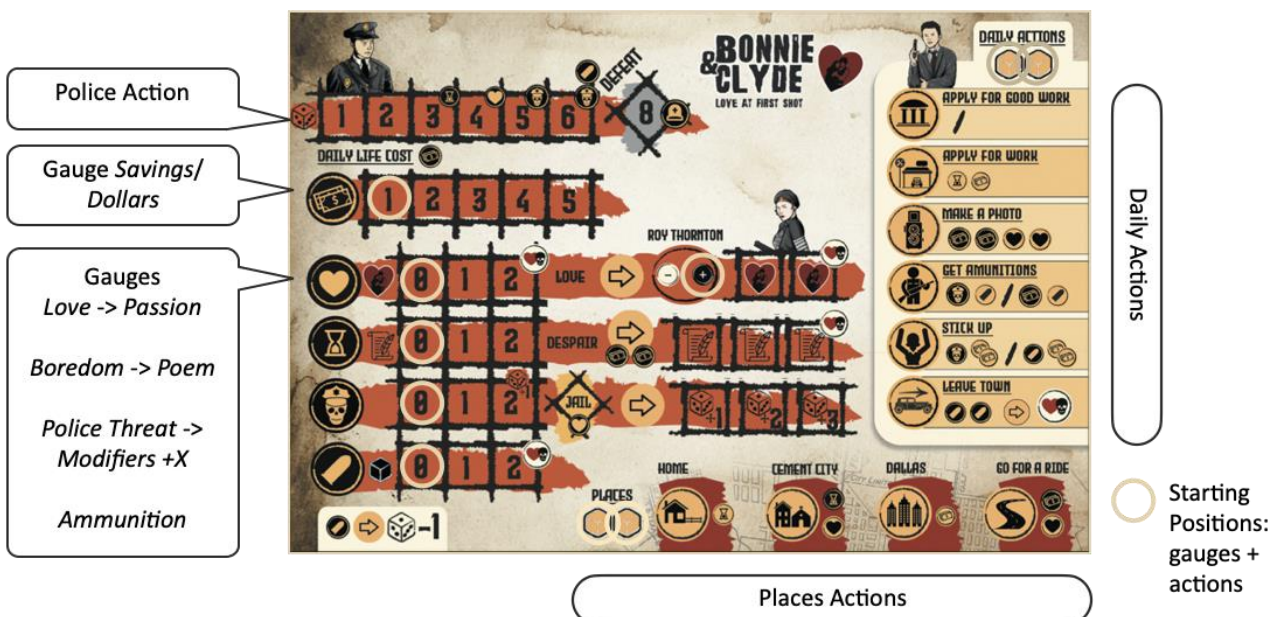
*Story: Bonnie Parker and Clyde Barrow grew up during the Great Depression of the 1930s, a period that severely affected Texas. The collapse of cotton prices led to an agricultural crisis, resulting in land loss for many farmers and a massive rural exodus. Unemployment and poverty became widespread, impacting both rural and urban areas.*

*During this crisis period, banks played a controversial role. Their involvement in land seizures and business closures in response to payment defaults exacerbated economic misery and strengthened the sense of injustice among many Texans.*






*The Texas youth of this era, including Bonnie and Clyde, were particularly affected by the lack of future prospects, boredom, and idleness. Faced with an uncertain future and few opportunities, many turned to unconventional paths. This challenging context helped shape the trajectory of Bonnie and Clyde, eventually leading them to their notorious criminal career.*

## Components


- 6 Cubes (A) for the gauges of Police Activities, Savings, Love, Boredom, Police Threat, Ammunition
- 9 cubes to manage the state of Romance/Passion, Poems, Police Surveillance, and the presence or absence of Roy Thornton, Bonnie Parker's husband.
- 4 cubes (A) to mark the actions performed daily (Places and Daily actions)








## Setup

1. Place a cube on the "1" space of the Savings gauge  (just below "Daily Life Cost").
2. Then place a cube on the "0" space of the Love , Boredom , Police Threat , and Ammunition  gauges.
3. Place a cube on the "+" of Ray Thornton.
4. Place 2 cubes on "Places" and 2 more on "Daily Actions".



## Objective, Victory, and Defeat


The goal is to foster encounters between Bonnie and Clyde so they become deeply in love and decide to go on the run together. You win if you reach the 4 spaces of "Love to Death"  at the end of a turn:


 Love "2";  Ammunition "2";  Passion "2";  Poem "3" and you have kept one action from "Daily Actions" to perform the "Leave Town" action .


You lose if the police kill Clyde Barrow, which can only happen when the police action die roll (d6) results in "8+".


## Notions

**Roy Thornton**   : Married to Bonnie Parker when she was only 15 years old. Bonnie feels bored in her marriage and life, finding an escape in poetry and Clyde. At the start of the game, Roy is present ("+"). Roy must be absent ("-") to gain a point of Passion.

**Passion**  : Bonnie and Clyde are driven by passion. They need to accumulate two passion points to have the desire and courage to run away together. To gain a Passion point, increase Love by 1 when already at Love "2" and Roy Thornton is absent ("-"). Place a cube on the leftmost available *Passion* space.

**Poems**  : Bonnie Parker, scholarly gifted, showed early talent in writing and began writing poems as a young girl. As she grew up and worked as a saleswoman, poems became her means of expression and a way to alleviate boredom. To write a *poem*, gain *Boredom*+1 while already at *Boredom* "2" and spend \$2. Place a cube on the leftmost available Poem space.











**Prison:** Clyde Barrow often found himself in prison, even before becoming a criminal. The police frequently targeted the poor neighborhoods of East Dallas to find scapegoats. To go to prison, gain *Police Threat*+1 while already at *Police Threat* "2", lose *Love*-1 and place a cube on the leftmost available *Modifier* +X  space. Note that you now have a *permanent modifier* to the *police action roll*.

**Ammunition**  : Ammunition plays a significant role in Bonnie and Clyde's story, as it does in Texas history. After rolling a d6 for the police action, you may choose to spend one ammunition to reduce the d6 result by -1. *Note that if you have no ammunition, you cannot overspend and lose an action (see details later in the "Negative" notion).*

**Police Action:** The police sometimes find culprits but often seek scapegoats to quickly close cases. The somewhat "random" nature of this persecution is represented by a 1d6 roll at the start of each turn. Add to the result any "+X" modifiers scattered on the board. If you're at *Police Threat* "2", add +1 to any additional modifiers to the right of the prison (for a maximum of +4 in total: +1/+1/+2/+3).

## Actions

**Places (Lieux):** Clyde has two actions per turn, representing where he will be in the morning and afternoon. He can't be in the same place both times. Choose two of the four actions below, unless you've lost an action cube for the turn:



- **Home**  : Clyde stays home. Increase the  *Boredom* gauge by +1.
- **Cement City**  : Clyde visits Bonnie. Decrease  *Boredom* by -1 and increase  *Love* by +1.
- **Dallas**  : Clyde finds a small job. Increase the  *Savings* gauge by +1.
- **Go for a ride**  : Clyde finds a vehicle and takes Bonnie for a ride. Decrease  *Savings* by -1 but increase  *Love* by +1.

**Daily Actions:** Clyde has two daily actions per turn, representing how he spends his day. He can't perform the same action twice in one turn. Choose two of the six actions below, unless you've lost an action cube for the turn:





- **Apply for Good Work:** Coming from a poor family during the Great Depression, Clyde didn't have many prospects for a better future through regular work. This action in the game represents an attempt to find good work, but it's acknowledged that such an effort would likely be fruitless. Choosing this action in the game won't have any effect.






- **Apply for Work :** Clyde can find work, though not always well-paid or interesting. Increase both *Boredom*  and *Savings*  by +1.



- **Make a Photo :** Clyde and Bonnie loved taking photos. Decrease *Savings*  by -2 and increase *Love*  by +2.








- **Get Ammunition:** Clyde can buy or steal ammunition. Decrease *Savings*  by -1 OR increase *Police Threat*  by +1, then increase *Ammunition*  by +1.



- **Stick Up :** Clyde can rob small stores. Decrease *Ammunition*  by -1 OR increase *Police Threat*  by +1, then increase *Savings*  by +2.



- **Leave Town** : This action can only be performed if you've met the other victory conditions, i.e., reaching and maintaining the "Love to Death"  statuses at the end of a turn (*Love* "2"; *Ammunition* "2"; *Passion* "2"; *Poem* "3").

**Negative:** If  *Love*,  *Boredom*, or  *Ammunition* gauges drop below "0", lose a cube from *Passion*, *Poem*, or *Action*, respectively. Only the loss of an *Action* cube is not permanent. If the  *Savings* gauge falls below "0", Clyde must leave alone and hungry to find work in Louisiana camps, and **you lose the game**.

## Game turn

The turns continue until the victory or defeat conditions are triggered.

- **Dice Rolls (d6)** for Police Action and Roy Thornton
- **Location Actions** ("Places")
- **Daily Actions** ("Daily actions")
- **Resolution Phase**
- **Dice Rolls**

Roll a d6 for the police action, add any potential modifiers, and then refer to the table below for the outcome.

Dice Result	Police Action
1 - 2	Nothing happens
3	<i>Boredom</i> -1
4	<i>Love</i> -1
5	<i>Police Threat</i> +1
6 - 7	<i>Police Threat</i> +1 AND <i>Ammunition</i> -1
8	Clyde's death, <b>the game is lost</b>

Roll a d6 for Roy Thornton. On a roll of 5 or higher, his status changes (present/not present). Move his cube to the "+" or "-" depending on its previous position.

- **Location Actions**

Place all your available cubes on the location actions of your choice and resolve the direct and possibly indirect effects (like maxing out gauges), in any order you choose.


For more details, see the section on "Places."

- **Daily Actions**

Place all your available cubes on the daily actions of your choice and resolve the direct and possibly indirect effects (like maxing out gauges), in any order you choose.

For more details, see the section on "Daily actions."

- **Resolution Phase**

Pay the *Daily Life Cost*  of 1\$. If you cannot pay, **you lose the game.**

# Which Side, New York 1910-1911

Survival, Worker Placement

Players: 1; Duration: 20 min.

Complexity: 3/5

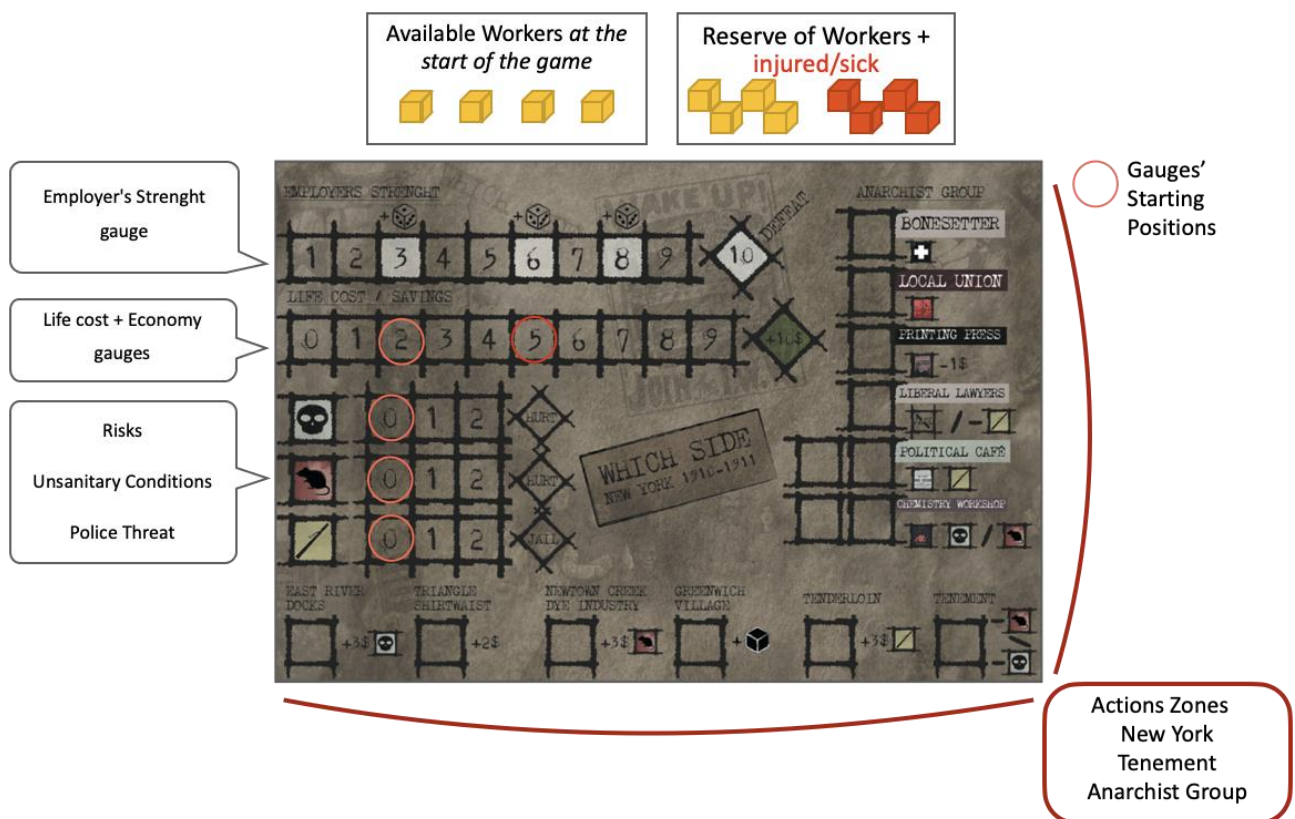
Creator: Alexandre Weiss, art by Vianney Carvalho. Edited and formatted by Faustine Di Nota.

*Story: Play as a group of migrants fresh out of Ellis Island who must now survive the harsh conditions of the time. Try to withstand the onslaught of employers and organize to take control of the means of production and establish the Commune of New York.*

This postal game is a preview of the historical game "Which Side are you on?" (2020) by Yeast Games.

## Components

- 8 cubes (A) representing workers and 4 cubes (B) for injured/sick workers
- 6 cubes (A) to mark control of the means of production
- 6 cubes (B) for Employer's Strength, Cost of Living, Risk, Unsanitary Conditions, and Police Threat gauges
- 2 cubes (A) for the Savings gauge
- A 6-sided die (d6)





## Setup

1. Place the Savings cube on the \$2 space and the Life cost cube on the \$5 space (\$1 per worker + \$1 rent).
2. Place cubes for other gauges on "0" or equivalent.
3. Choose your difficulty level (Normal is recommended for the first game, then move to Experienced or Hard).
4. Take 4 worker cubes and set the rest aside, clearly visible.
5. Roll the die, refer to the table, and increase the corresponding gauge.

The game begins.

## Objective, Victory, and Defeat

The goal is to take control of New York's means of production to establish a free commune where workers live in peace, anarchy, and happiness. Survive by paying the life cost each turn; perform actions to counter or limit employer offensives; and spend resources to control 5 means of production before the Employer's Strength gauge "exceeds" 10 (detailed condition later).

## Concepts

**Workers and Injuries:** Workers represent your action points. They perform various actions in New York, your Tenement, and/or the Anarchist Group.

*Each worker increases the life cost by \$1. Each injured worker increases the cost by an additional \$1, and half of them (rounded down) cannot act each turn.*

*Example: if you have 3 injured workers, only 2 will be able to take action. The 3rd is set aside until they are healed.*

**Means of Production:** Central to anarchist theory is individual or collective control of the means of production. The game encourages taking control of work tools (fields, machinery, etc.) to directly benefit from one's labor instead of leaving it to capital owners who pay unfair wages.

This, combined with the society's demonetization and the principle "from each according to their abilities, to each according to their needs," forms the cornerstone of anarchist theories.

*The list of means of production that you can take control of is detailed during the Resolution Phase.*

**Employer's Strength:** This gauge represents the employer's influence over local legislation, wages, work conditions, private property, law, and police. The full game "Which Side" documents this in detail, reflecting the daily life of workers who had little recourse beyond solidarity and struggle.

Reaching 10 on this gauge means defeat, as the employer's grip becomes too strong.

## Actions

**Tenement:** Tenements at that time were buildings where poor workers, usually migrants, were crowded together in New York. The interiors were dilapidated, the rooms small, and the unsanitary conditions severe: cold, rats, etc. Housekeeping work was essential to limit the damage.

*Performing an action in your Tenement reduces Unsanitary Conditions or Risk by 1 (cannot go below 0). The Tenement increases your life cost by \$1 (\$2 in Hard mode).*

**Anarchist Group:** Workers organize in unions or anarchist groups for political meetings, solidarity networks, and direct action against employers and the state.




**Six different actions are available in the anarchist group**, with only two repeatable in the same turn.

- **BONESETTER**: heals an injured worker, immediately reducing the life cost by \$1.
- **LOCAL UNION**: gives you a resource for union agitation
- **PRINTING PRESS**: gives you a resource for anarchist agitation at the cost of \$1. Move your economy cube one space to the left.
- **LIBERAL LAWYERS**: allows you to either release a comrade from prison or reduce the Police Threat by "1".
- **POLITICAL CAFE**: allows you to gain a strike resource but increases the Police Threat by "1".
- **CHEMISTRY WORKSHOP**: allows you to gain a sabotage resource but increases Risk or Unsanitary Conditions by "1".

**New York:** Key work locations in 1910 New York, such as the Triangle Shirtwaist Factory and Greenwich Village, are your main economic resources but come with risks. Each location offers different rewards and increases specific gauges.

There are five different places where workers can go:

- **East River Docks** allows you to earn \$3 but increases your Risk by "1".
- **Triangle Shirtwaist** allows you to earn \$2.
- **Newtown Creek Dye Industry** allows you to earn \$3 but increases your Unsanitary Conditions by "1".
- **Greenwich Village** allows you to recruit a worker to your cause, take an additional worker cube and immediately increase the life cost by "1".
- **Tenderloin** allows you to earn \$3 but increases your Police Threat by "1".

**Risk** , **Unsanitary** , and **Police Threat Gauges** : These gauges represent daily challenges faced by workers. Reaching “Hurt” on Risk or Unsanitary gauges injures a worker. Reaching “jail” on the Police Threat gauge sends a worker to prison. Injured workers sent to prison die and are removed from the game.

## Game Turn

- **Employer Phase:** Increase Employer's Strength and roll 1d6 for employer offensive.
- **Worker Phase:** Perform and resolve all available worker actions.
- **Resolution Phase:** Pay the life cost and take control of a means of production if possible.

### ○ Employer Phase

Move the Employer's Strength cube one space right. Roll 1d6 (2d6 if the cube is on 3, 6, or 8) and refer to the data provided.

Dice Result	Effects
1	Life cost +1
2	Risk +1
3	Police Threat +1
4	Unsanitary Conditions +1
5	An injured/sick worker
6	Employer's strength +1 (yes, you lose 1 turn)

!! Note that the "Life cost +1" is canceled at the end of the turn !!

### ○ Worker Phase

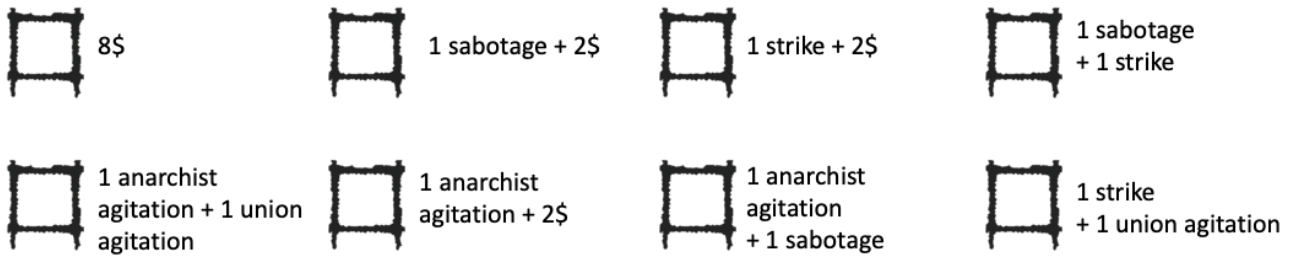
Place all available workers on chosen actions and resolve direct and indirect effects (e.g., gauges reaching maximum).

See the sections "Anarchist Group," "New York," and "Tenement" for more details on the actions.

### ○ Resolution Phase

Pay the cost of living, lowering the Savings cube by the amount under your Life cost cube. If unable, incur debt and injure a worker per missing dollar.

Now, you may **take control of a means of production** by paying its cost and placing a cube on it.



Then place a cube on it to indicate that you control it, and thus you cannot pay the cost again to regain control.

If you control 5 means of production before the end of Turn "10", then you win the game. Congratulations, you will now be able to experience the horizontal life of an anarchist Commune.

### Winning

Control 5 means of production before the end of Turn 10, then you win. Congrats, you can experience the horizontal life of an anarchist Commune.

Normal Mode: Control 5 means of production to win.

Advanced Mode: Control 6 means of production to win.

Hard Mode: Tenement rent is \$2 instead of \$1 and you must control 8 means of production to win.

# Toroball

Sport, opposition.

Players: 2; Duration: 10 min. Complexity: 1/5

Creators: Nicolas Vonthron, Franck Catoire, Alexandre Weiss. Art by Vianney Carvalho. Edited and formatted by Faustine Di Nota.

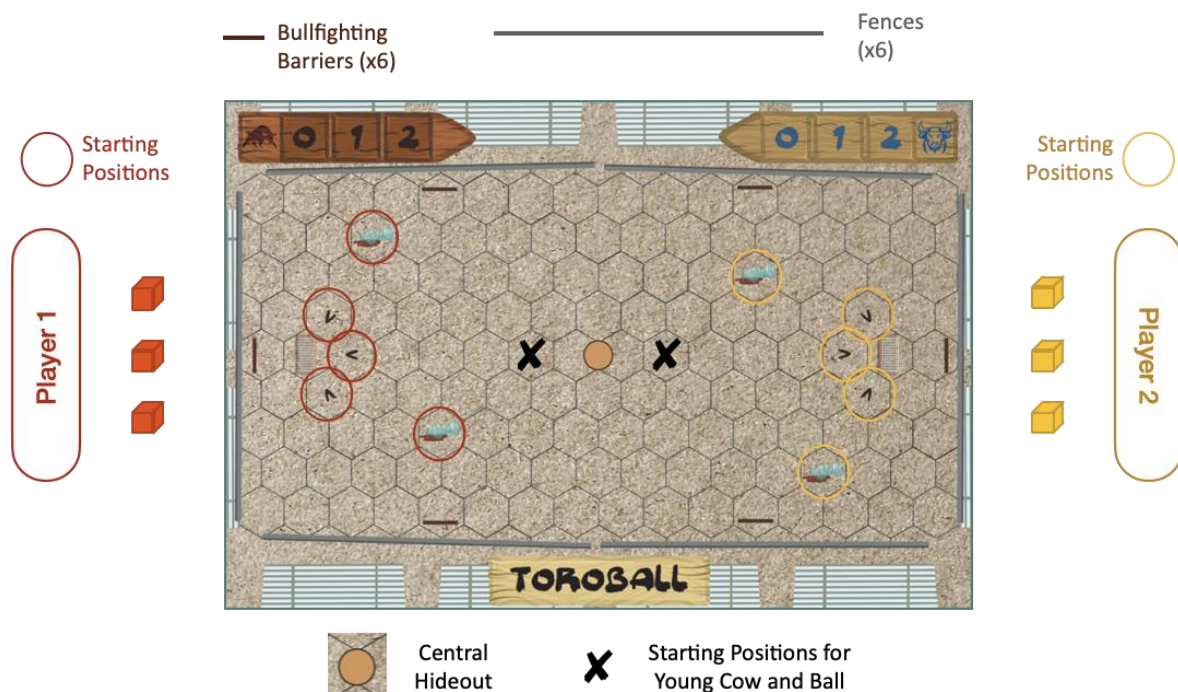
*Background: In the Landes region, during Sunday morning village festivities, young people enter a makeshift arena. They run, shout, and have fun playing a game of soccer... but with a young cow wandering in the middle. Often sleep-deprived and not fully sober, their football skills are not always apparent, yet they show remarkable agility when it comes to fleeing.*

## Components

- 3 cubes (A) represent Team A characters
- 3 cubes (B) represent Team B characters
- A small die represents the young cow (each side indicating level of agitation)
- A second die for moving the young cow can be useful.
- A crumpled paper ball serves as the foam ball.

## Alternative Components

Instead of one of the dice, you can track the cow's agitation on paper or with matches moved to a predetermined area. The second die is important but can be substituted with various methods (see main principles at the beginning of the booklet).



## Setup

1. Place 2 character cubes on the sangria bottles and the last one on one of the three arrows in front of their respective goals.
2. Place the young cow on one of its random starting points **X** with an agitation level (ENE) of "2". (see above visual).
3. Place the ball on the opposite starting point **X** (see above visual).

## Objective, Victory, and Defeat

The aim is to be the first team to score two goals. To do this, characters must run, kick the ball, and avoid the young cow. If a team has no players left on the field (all hiding or perched), they automatically concede a goal.

## Concepts

**The Young Cow:** A misunderstood living being that would like to play ball with humans, but they handle it poorly, so sometimes it teaches them a lesson with a well-placed charge.

**Agitation (ENE):** The more agitated the cow is, the faster it moves. To determine its movement, add its ENE to the D6 movement roll during its phase. The starting ENE of a cow is "2".

**Characters:** Other living beings, generally less "fit". They spend more time fleeing the cow than approaching the ball, let alone playing soccer...

**Sangria:** Full, decent bottles scattered on the field. When a character passes a bottle, they drink and continue in a random direction. Multiply the remaining movement squares by 2, then move them as indicated by a scatter roll. If this causes them to hit a wall, they bounce off.

**Scatter Roll:** When a character or the ball undergoes a scatter roll, throw a D6 and refer to the "compass".

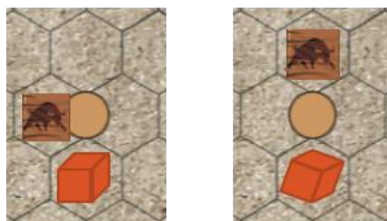


**Perching/Hiding:** A character moving to the edge of the board can perch on the fences, while one passing a barrier can choose to hide. In both cases, they are considered as having "skipped their turn".



Another way to hide is to position a character on a square adjacent to the "central hiding spot" and opposite the cow. The character is considered as having "skipped their turn".

Here, the character and the Young Cow are on adjacent squares. Although there is a central hideout next to them, the character is not hidden as it is in the line of sight of the Young Cow.



However, in this specific case, the central hideout is indeed between the Young Cow and the character. The character is therefore "hidden" and oriented diagonally to signify this.

*In case of dispute, use a straight object from the middle of the cow's square to the middle of the character's square. If it touches the "central hiding spot", the cow does not see the character.*

**Bouncing:** If a character or ball moves against a board edge and needs to continue moving, it bounces. Take the opposite direction from the same half of the square (opposite the wall) and move it the remaining squares.



**Skipping a Turn:** A character that skips a turn (does not move or is perched on the fences or hidden behind a barrier) cannot be charged by the cow, which only follows moving players.

## Game Turns

- Character Phase
- Young Cow Phase
  
- Character Phase

The last person to have drunk sangria (or fruit juice in case of a tie, favoring juice with bits or pulp) becomes the first player. Then, each turn, the first player changes.

The first player moves one of their characters or chooses to skip their turn. The second player does the same, and so on, until all 6 characters have moved and/or skipped their turn.

A character moves 1 to 4 squares and can *kick the ball*, *agitate the cow*, and/or *perch/hide* at any point during their movement.

### Kicking the Ball

A character on the same square as the ball can decide to kick it to send it elsewhere. They choose a square 3 to 6 squares away from them and place the ball there, then perform a scatter roll to determine the ball's final position.

Caution: If a character or the cow is on the ball's straight path, the final position is determined by a scatter roll from the first character/obstacle on its path.

After determining this, place the ball there. The character may continue moving after this action.

### Agitating the Cow

A character moving to a square adjacent to the cow can agitate it. Increase the cow's ENE by +1. With the adrenaline from the action, the character can move 3 additional squares.

### Perching/Hiding

A character reaching the outer edge in their movement can end their move there. In this case, they are considered perched and as having skipped their turn, no longer a target for the cow. The same applies if they decide to hide behind a barrier.

*Diagonally orient the characters to easily identify their status (as shown in the concepts: perching/hiding).*

If the cow is in contact with a perched/hidden character, this character acts first in the next round for the concerned player.

### Scoring a Goal

If the ball falls into the goals or crosses the goals from a direction indicated by one of the three arrows, a goal is scored. If it's the second goal for a team, the game ends, and that team is declared the winner.

Otherwise, note the new score and reset all characters as at the start of the game, except for the cow, which is placed on the starting spot on the side of the team that just scored, and the ball on the other side.

Each time a goal is scored, the cow, pleased with the good play, calms down. Decrease its ENE by -2 (with a minimum of "2").

### ○ Young Cow Phase

The cow always charges towards the last character that moved and is moved by the other player. Make a movement roll, throw a die and add the ENE.

On a net result of "6" on the die roll, the cow does not move. Otherwise, move the cow the corresponding number of squares. On its path, it nudges the first adjacent character to its position, then stops its movement.

If everyone has skipped their turn, then make a scatter roll and a movement roll. Move the cow accordingly.



## Being Nudged

A character nudged by the cow is removed from the game. They skip a turn out of the game and will only return in the next round, recovered from their emotions, starting their action on one of the two sangria squares of their camp.

## Teams

*!! You'll soon have access to the different teams and their special skills! In the meantime, Toroball can be played just as it is !!*

## Disclaimer: Toroball in Respect of Traditions and Animal Welfare

As creators of Toroball, we emphasize our commitment to respecting animals and valuing Landaise culture born in the 19th century. Our game is a playful and respectful representation of the Landaise race, a sport in which animal welfare is a priority, aimed at celebrating skill rather than violence.

[<https://www.culture.gouv.fr/Media/Medias-creation-rapide/La-course-landaise.pdf>]

# The Last Glow (La dernière lueur)

Survival / Worker Placement

1 player; 15 min.

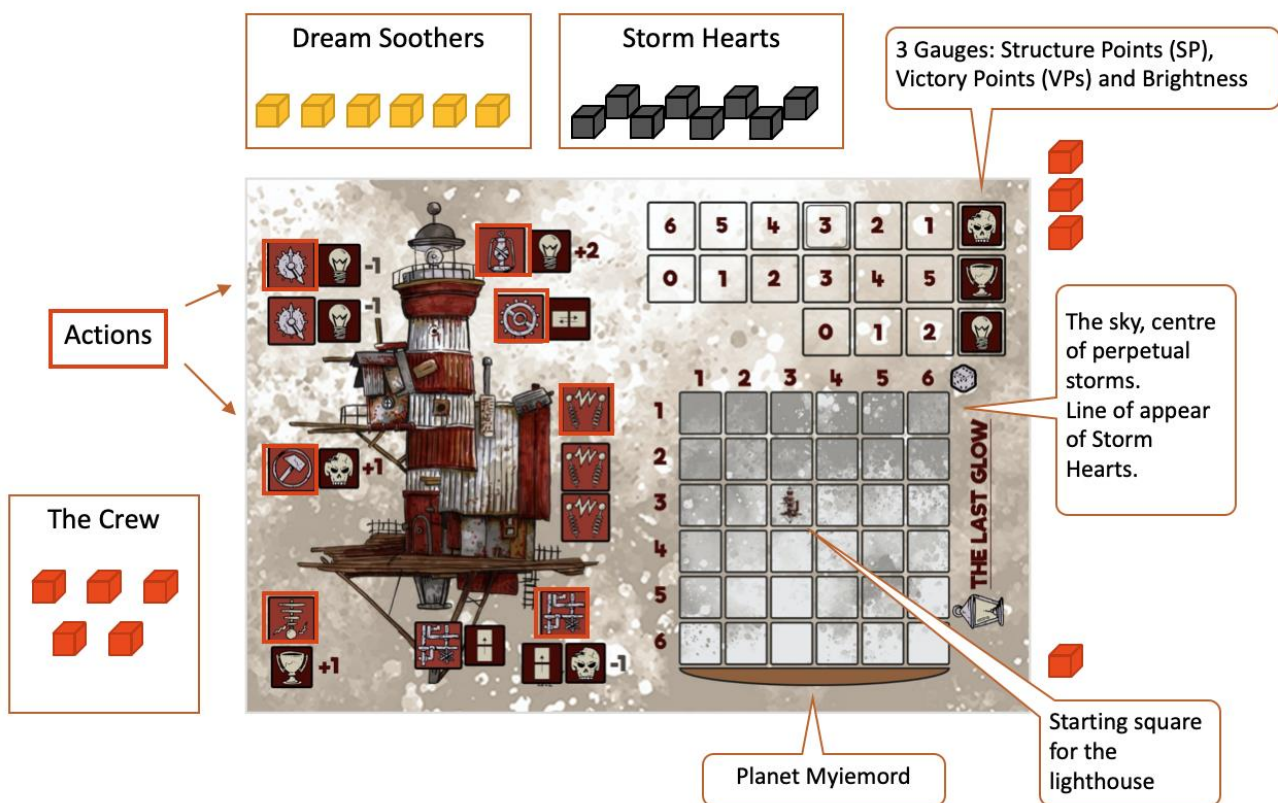
Complexity: 2/5

A game by Alexandre Weiss, illustrated by Vianney Carvalho. Edited and formatted by Faustine Di Nota.

*Story: Aboard the last lighthouse, save the remaining inhabitants of Myiemord from deadly nightmares. Brave the dangers of perpetual storms to collect Dream-Soother items, the only remedy to preserve life on Myiemord.*

## Components

- 4 cubes (A) for the positioning of the Lighthouse, its brightness, structure, and victory points
- 5 cubes (A) for the crew
- 6-8 cubes (B) for the Storm Hearts
- 6 cubes (C) for the Dream-Soother items
- A 6-sided die (d6)
- The game's postcard



## Setup

1- Place the lighthouse on the corresponding starting square of the location grid. At the bottom, the planet Myiemord, at the top the sky where perpetual storms develop.

2- Place the 5 crew members to the left of your card, the storm cubes above with the Dream-Soother cubes.

3- Place a cube on the “3” of the Brightness Gauge; one on the “0” of the victory points; one on the “6” of the structure points.

4- Choose your difficulty level (we recommend starting with the Storm mode, then when you master it, switch to Nightmare mode).

5- Roll the die once and place a Storm cube on the corresponding square of the 1st line of the location grid.

Your turn to play!

## Goal of the Game, Victory, and Defeat

The goal of the game is to navigate your lighthouse through the perpetual storms to find Dream-Soother items in the Storm Hearts before sending them to the planet Myiemord to protect the inhabitants from the life-devouring nightmares.

To win, you must obtain 6 victory points by sending at least 6 Dream-Soother items to Myiemord, all before a defeat condition is activated.


Defeat occurs in three cases:

- The Lighthouse reaches 0 Structure Points
- The Lighthouse exits the location grid at the bottom and crashes onto the planet. In both cases, the Lighthouse is destroyed and the nightmares destroy all life on Myiemord.
- The third possibility is that a Storm Heart reaches the ground of Myiemord while you are at “0” Victory Points. In this case, the nightmares destroy all life on Myiemord before the Lighthouse is eventually destroyed.

## Concepts



**Storm Hearts:** Located at the center of perpetual storms, these are the most dangerous places for the Lighthouse, but they are also where the Dream-Soother items, which protect life on Myiemord from nightmares, are found.


*A Storm Heart moves on the location grid, and the Lighthouse can never move onto its square. It also cannot move onto another Heart; if this happens, reroll the die. If the problem persists, the Heart in question stays in place.*

**Dream Soothers Items:** These are what the crew of the Lighthouse must find and capture to send to Myiemord and protect the population. They represent victory points (VP ) , and if you reach 6, you win the game and successfully create a protective dome allowing your population to survive.

*A Dream-Soother item never moves; it can be captured, and the Lighthouse can move onto its square. If a Storm Heart moves onto a square with a Dream-Soother item, the item is destroyed and removed from the location grid.*

**Lighthouse:** This is the vessel you captain and maneuver through the storm with your 5 crew members. It represents the last hope for life on Myiemord. The Lighthouse is lit and protected by its own Brightness, allowing it to navigate close to the storms.

!! When the Brightness  of the Lighthouse reaches "0", then lose Structure Point  -1 !!

**Structure Points (SP ):** These points represent the sturdiness of the Lighthouse; if they reach zero, the Lighthouse is destroyed, and you immediately lose the game.



*When the Lighthouse only has 3SP left, a crew member is dedicated to patching and can no longer act. Therefore, you only have 4 actions per turn until you return to 4+SP.*



## Game Turn


- **Lighthouse Phase:** Perform all the actions of the available crew members.
- **Storm Phase:**
  - Manage the Lighthouse
  - Manage Storm Hearts
  - Spawn new Storm Hearts.


- **Lighthouse Phase**

In this phase, you must place all your available crew members on the actions of your choice. Each time you place a cube, immediately resolve the corresponding action.




LIGHT UP  → Brightness  +2



MANEUVER  → Move your lighthouse on the location grid one square to the left or right .

HUNT  → Roll 1D6. Then subtract from the result the orthogonal distance between the Lighthouse and the Storm Heart. If  $\geq 3$ , then a Dream-Soother item replaces the Heart (replace the Storm Heart cube with the Dream-Soother cube).

SLEEP  → requires 1 action to capture a Dream-Soother item on the same square as the Lighthouse; and/or 2 actions to capture a Dream-Soother item one orthogonal square away.

REPAIR  → SP  +1

FULL THROTTLE  → Move your lighthouse on the location grid one square up . If you perform the second identical action, move it a second square but suffer  -1.

SEND  → After capturing a Dream-Soother item (Hunt action), you must send it to the planet's surface, which earns you  +1.

Once all your actions are completed, move on to the next phase.

## ○ Storm Phase

During this phase, you will manage the challenges faced by the lighthouse.

- Lighthouse Management
- Management of Storm Hearts
- Appearance of new Storm Hearts

### Lighthouse Management



First, move the cube representing the lighthouse down one square on the location grid, then decrease the lighthouse's brightness by 1 (if it is already at 0, lose 1 SP).


If the Lighthouse exits the grid at the bottom, it crashes onto the surface of the planet Myiemord, the last light disappears, and nothing protects the population anymore, you immediately lose the game.



### Management of Storm Hearts

Then, manage the Storm Hearts present on the location grid (Dream-Calming items do not move until they are captured by the Lighthouse). Roll 1d6 + the number corresponding to the line on which the cube is placed.

Dice Roll's Result	Effects
1-3	The cube moves diagonally to the bottom-left square. If it leaves the grid, then just move the cube one square down.
4-5	The cube moves one square down.
6-7	The cube moves diagonally to the bottom-right square. If it leaves the grid, then just move the cube one square down.
8+	Explosion (see below).

**Explosion:** If a heart explodes, assess the distance separating the explosion from the Lighthouse. If the lighthouse is 1 square away (orthogonal AND diagonal):  -2 / if it is 2 orthogonal squares away:  -1. Then, the heart disappears and is removed from the location grid.

**Collision:** If a Heart is on the same square as the Lighthouse:  -3. Note that if you are not destroyed, you necessarily fall below the 3 SP mark and thus lose the use of a crew member (see concepts).

**Contact:** If a Heart reaches the surface of the planet by exiting the grid at the bottom:  -1 (if you already had  =0, then the nightmares spread among the population, you immediately lose the game.

### Appearance of new Storm Hearts

Finally, spawn the new Storm Hearts. Roll one or more dice and place a storm cube on the corresponding square of the first line of the location grid.

Storm Mode: roll 1d6 each turn

Nightmare Mode: follow this sequence to know the number of d6 to roll each turn: 1/1/2/1/3/2/1/1/2/3

## Way of The ShoTgun

*!! The adventure booklet is not yet complete. But don't worry, we'll be adding it and the rules very soon for your enjoyment! (And ours too, we hope...) !!*