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a game by Jeremy P. Bushnell

## The Story

Your patrol vehicle materializes in Sector 701 of UrbanCube Nine, assigned to monitor for possible intrusion. If another vehicle appears in Sector 701, your mission is to immediately intercept and destroy it. The instant you deploy your sensors, red lights flash and klaxons howl: An intruder is already present! You grit your teeth and step on the accelerator...

## Object

To demolish your opponent's vehicle while keeping yours intact.

## You Need

- A standard-sized chess- or checkerboard
- Two dice
- Two pawns or other markers
- Scrap paper (to keep track of damage)
- A set of 64 Yield! tiles, which can be downloaded from:  
[www.invisible-city.com/bazaar/yieldtiles.pdf](http://www.invisible-city.com/bazaar/yieldtiles.pdf)  
(Note: the file contains 32 tiles: Print twice for a complete set. To improve gameplay, print or photocopy on cardstock, or glue the tiles to a thin piece of cardboard.)

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## You Need, continued

The complete set of tiles will include:

- 12 Turn tiles
- 8 Straightaway tiles
- 4 Straightaway Overpass tiles
- 8 Four-Way Intersection tiles
- 8 Three-Way Intersection tiles
- 24 Merge tiles

## Setting Up

Place all tiles face down or in a bag.

Each player gets a die and a pawn. Roll the die; the player who rolls highest is Player One.

Player One: Draw a tile, place it face-up on top of any square on the chessboard, and place your pawn on top of it. This square will be your starting square.

All other players, in turn: Draw a tile, and place it on the chessboard. Note: You may not place it on any square which shares a side or a corner with any square that shares a side or a corner with another player's starting square. Place your pawn on top of it. This square will be your starting square.

x	x	x	x	x	
x	x	x	x	x	
x	x	Player One's starting square	x	x	
x	x	x	x	x	
x	x	x	x	x	

Squares marked with x cannot be used as Player Two's starting square, because they share a side or a corner with squares that share a side or a corner with Player One's starting square.

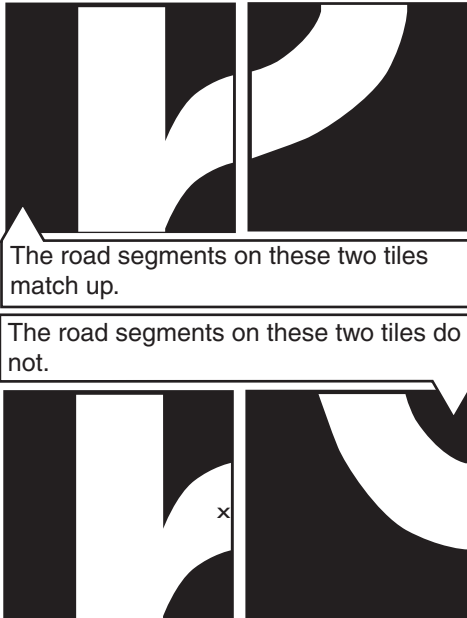
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## Setting Up, continued

Player One: All other players, in turn: Draw a tile, and place it in a similar fashion.



All other players, in turn: Draw a tile, and place it in a similar fashion.

In turn, continue to draw tiles and place them, until no tiles remain. The following rules govern tile placement:

1. Each tile you place must share an edge with at least one segment you have already placed.
2. The road segments on each tile you place must connect to at least one road segment on a previously placed tile.
3. Road segments may not 'dead-end' against the edge of another tile.
4. Road segments may 'dead-end' against the outer edge of the board.
5. If you have drawn a tile which can be legally placed, you must place it.

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## Setting Up, continued

6. If you have drawn a tile which cannot be legally placed, you must discard it (remove it from the game) and pass your turn.

7. Once a player has placed a tile where a road segment connects to a road segment on a tile placed by an opponent, change the wording of the first rule in this list to "Each tile you place must share an edge with at least one segment that any player has already placed."

Once all tiles have been placed or discarded, you're ready to play!

## Play

Gameplay consists of moving your pawn (your vehicle) around the board, attempting to collide with the other players under circumstances which will damage their vehicle and not yours.

When you receive ten points of damage, you are out of the game. Damage is covered under Collisions, below.

All players begin the game with their vehicles stopped. Turn your die so that the one is face up. Player One moves first.

### **Movement**

Movement consists of two phases: adjusting your speed and driving.

### **Adjusting Your Speed**

The side of the die that is facing up—your die's facing—indicates your speed. At the beginning of your turn, you may choose to continue traveling at the same speed, or you may adjust your speed by accelerating or decelerating.

If you choose to continue traveling at the same speed, leave the die at its current facing.

If you choose to accelerate, increase your die's facing by one. If you are traveling at a speed of six, your vehicle is traveling at its peak speed, and you may not accelerate.

If you choose to decelerate, decrease your die's facing by one. If you are traveling at a speed of one, your vehicle is idling, and you may not decelerate.

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# Play, continued

## Driving

Move your vehicle the number of squares indicated by your die's facing.

Driving is governed by the following rules:

1. You must remain on the road at all times. You can only move from one square to another if they are connected by a road segment, and you may not cross black areas of a tile.
2. If you hit the edge of the board, you hit the antimatter field that separates Sector 701 from the adjacent Sectors, and your vehicle is destroyed. If you move into a square with no tile on it, you drop down a seventy-story-high shaft. In either case, you are out of the game immediately.
3. Once you have moved your vehicle to a new tile, the move is permanent—you may not 'take back' a move.
4. You may not reverse direction.
5. Once your vehicle is in motion, your direction is maintained from turn to turn. The only time you may leave a square from any direction is when you begin your turn as a stopped vehicle. (You begin as a stopped vehicle on the first turn of the game, and also after you suffer damage in a collision.)
6. When you are on a Straightaway or a Turn tile, you must leave it in the direction other than the direction you entered from. (See illustration.)



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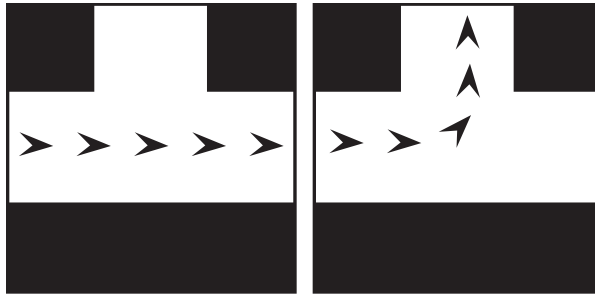
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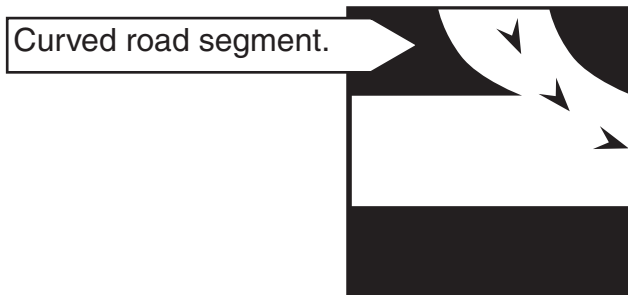
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## Play, continued

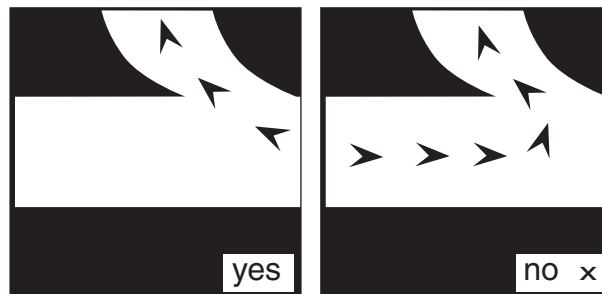
7. When you are on an Intersection tile, you may leave in any direction other than the one you entered from.



8. If you have entered a Merge tile by way of a curved road segment, you must leave it in the direction the curve points in.



9. If you have entered a Merge tile by way of the straight road segment, you may leave it via the curved road segment provided that this would not require you to make a turn of 90 degrees or greater.



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## Play, continued

10. If you move into a square occupied by another player's vehicle, there has been a collision. Refer to the rules on collisions, below, to determine damage. The only exception to this rule is if the tile is a Straightaway Overpass and yours and the other player's vehicle are on different levels of the Overpass.

11. If you suffer damage in a collision, your vehicle stops. Turn your die facing to one, and do not move any further on your turn. (On your next turn, you may leave the square in any available direction.) If you have not suffered damage in a collision, continue to move until you have moved the full number of squares indicated by your die's facing.

### Collisions

Damage in a collision is determined by the speed of the cars involved and the direction of their approach.

If you collide with a stopped vehicle, you receive damage equivalent to your speed, regardless of your direction of approach.

If you enter *any* type of occupied square from the same direction as your opponent, you have collided with your opponent's vehicle from behind. You receive damage equivalent to the difference between your respective speeds. If your speeds are the same, you receive one point of damage.

If you have not collided with a stopped vehicle, or collided from behind, resolve Collisions as follows:

If you enter an occupied Straightaway, Turn, or Intersection square, you collide with your opponent's vehicle. (No collision occurs when you enter an occupied Straightaway Overpass square, if you and your opponent are occupying different levels of the square.) Whichever player is moving slower receives damage equivalent to the difference between your respective speeds. If your speeds are the same, you *each* receive damage equivalent to your speed.

If you enter an occupied Merge square, you collide with your opponent's vehicle. If you have entered the square from a curved road segment, you receive damage equivalent to your speed. If you have entered the square from a straight road segment, whichever player is moving slower receives damage equivalent to the difference between your respective speeds. If your speeds are the same, you *each* receive damage equivalent to your speed.

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## Play, continued

### Final Note

During any collision in which you deliver damage to an opponent, it is not inappropriate to exclaim "Yield!" Epithets are optional and should be tailored to the social timbre of the gathering.

## Winning

You win by being the last player remaining.

## Origin and Credits

In June, I was driving, by myself, from Philadelphia to Chicago. With no driving companion, that trip can get pretty boring, so I occupied my surplus attention by imagining that I was piloting my way through a dystopian world of the future. This game is the result (and no, I did not ram any of my fellow drivers).

Concept, development, graphic design: Jeremy P. Bushnell  
Editing: Sharon J. Cichelli

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## Appendix A: Variants

For a longer or shorter game, you can adjust the amount of damage that a vehicle can take before it is destroyed.

You can play a larger-scale game by using more than one chessboard and tile set.

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