

Terminal Dispute

A roll and write game for 1-6 players.

Beta, 1.8

Designed by [Robin David](#).

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Please send any feedback to:
me@robin-david.com

Printing

Print pages 2-6 on regular paper. This document is A4 size, so if you are printing on Letter size paper, set your printer to "scale to fit".

Page 5 includes the shared board for allocating dice. Page 6 contains extra player sheets - you may wish to print multiple copies of that page.



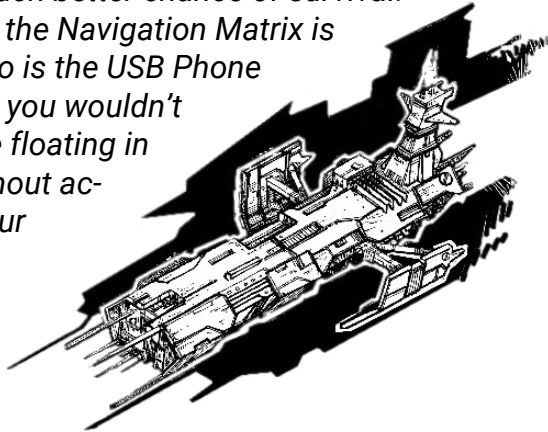
Terminal Dispute

A roll and write game for 1-6 players. Design by Robin David.

Background

Emergency sirens blare throughout the starship and you race to the escape pods. Take a moment to fully activate the escape systems and you stand a much better chance of survival.

Of course, the Navigation Matrix is vital, but so is the USB Phone Charger – you wouldn't want to be floating in space without access to your games!



In this roll and write game, players are interfacing with an escape pod terminal. Over twelve turns, they will use dice to put numbers into the Navigation Matrix and power up the Phone Charger. At the end of the game, the player who has most efficiently completed these tasks is the winner.

Set Up

Each player takes a terminal print-out, consisting of the Navigation Matrix and Phone Charger hex-grid.

Each player also takes a pen or pencil.

Place the shared board in the middle of the table.

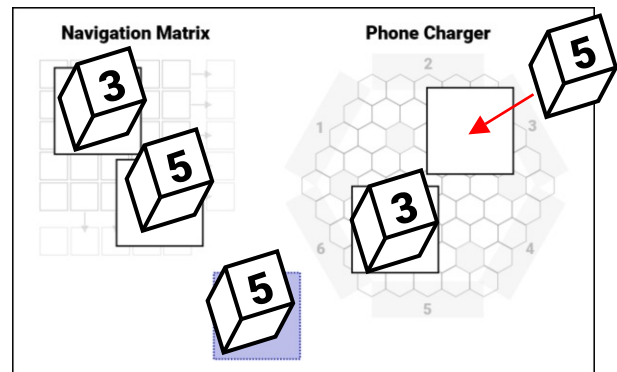
Gather 5 six-sided dice.

Find an object to use as a first-player marker.

The player who was most recently in space is the start player. Failing that, choose a start player at random.

Game Play

At the beginning of each round, the start player rolls all five dice and allocates them to spots on the shared board. Two dice will go to the Navigation Matrix, two dice to the Phone Charger, and one die to the box marked "Unused".



The start player rolls and dice and places one dice on each of the 5 squares, determining how all players may use those dice.

Once the start player has allocated dice, all players put the dice values into their terminals. (See next page). The dice values on the Navigation Matrix spaces must be used for each player's Navigation Matrix and the dice values on the Phone Charger spaces must be used for each player's Phone Charger.

Then the next player, clockwise, becomes the start player. That player gathers the dice and everybody starts the next round.

The game ends after 12 rounds, when the Navigation Matrix will have a single blank square remaining. Optionally, you may also track rounds with the 12 grey rectangles on the right of the player sheets. After 12 rounds, players calculate their final scores. The highest scoring player is the winner.

Design by Robin David

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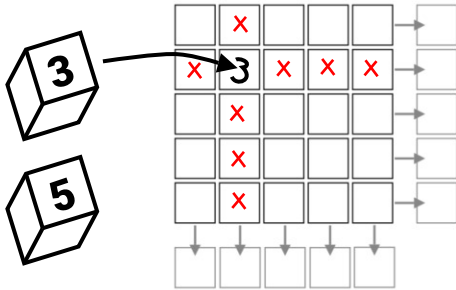
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Artwork: Starship 2 by Maciej Zagorski, The Forge Studios

Navigation Matrix

Players write the two die values into the 5x5 grid. However, on a single turn, players cannot place both die values on the same row or column - both numbers must be placed in entirely separate rows and columns from each other.



The 3 has been drawn into the grid. Now the 5 can not be placed in the squares with red crosses, as these squares are in the same row or column as the 3.

Players must write the die values, if possible. If a player cannot write a die value (because of the separate rows and columns rule) they must cross out an empty box in any row or column.

At the end of the game, each row and each column will score points, based upon the combinations of numbers it contains. For example, a sequence like 2, 3, 4, 5, 6, in any order, will score as a 5-straight. The point values are as follows:

■ ■ ■ ■ ■	5 straight = 7pt
■ ■ ■ ■	4 straight = 5pt
■ ■ ■	3 straight = 3pt
■ ■ ■ ■ ■	5 of a kind = 6pt
■ ■ ■ ■	4 of a kind = 4pt
■ ■ ■	3 of a kind = 3pt
■ ■	Pair (+) = 1pt

Notice the “+” next to “Pair”. This means that pairs can be scored along with other sequences - ie, another pair, three of a kind, or 3-straight. The pair must be made of values not used in another combination on that row or column.

1	3	2	5	4	→ 7
1	3	5	1	3	→ 2
2	3	5	4	6	→ 7
1	6	6	6	2	→ 3
	6	1	4	1	→ 1
↓	↓	↓	↓	↓	
3	4	1	3	5	

Each row and column is scored separately, based on the combination of numbers present.

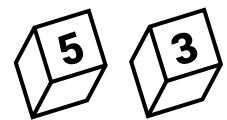
Phone Charger

Players are aiming to shade in as many hexagons in this grid as possible.

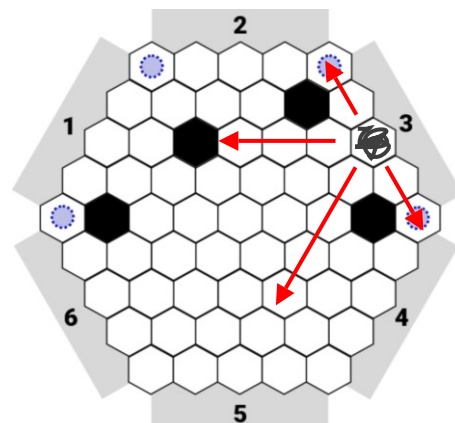
The two dice are used in combination. One die will determine which hexes the players can shade from and one die will determine how many hexes they can shade in total.

The player will begin shading from any hex that adjoins the rectangular area matching the number on the die they have chosen. They will then shade a straight line of hexes in any direction, up to a distance shown on the other die. They must stop their line of hexes if they hit another shaded hex or the edge of the grid.

If the dice show a 3 and 5, players can either shade 5 hexes from the 3 position, or 3 hexes from the 5 position.



Having chosen the former, the player begins shading hexes in a straight line, from any unshaded hex touching the label marked 3.



Having chosen a starting hex, the player can continue along any of the red lines, stopping when they have gone 5 hexes, hit the end of the grid, or another shaded hex. Going south-west fills in the most hexes, but might limit opportunities in the future.

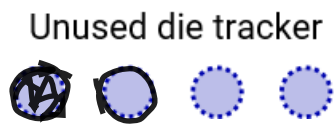
The 4 blue circles are not considered shaded hexes and are used in conjunction with the “Unused” die. See the next page for details.

Players must shade hexes if the dice combination they choose allows them to. They cannot choose to shade a smaller number of hexes than shown on the die, unless their line hits a previously shaded hex.

At the end of the game, players score their Phone Charger by subtracting the number of unshaded hexes from 55.

Unused Die

On the Phone Charger hex grid, there are four hexes with blue-dotted circles in them. If a player shades one of these hexes, they unlock abilities on the Unused Die Tracker - they outline a circle that they have unlocked. Then, at any time, the player can cross out that hex on the tracker to substitute the die in the Unused box for any other die. This substitution only affects the player who activates the ability.



The player has unlocked two "Unused Die" abilities and used one of them by scribbling it out.

End Game Scoring

After twelve rounds, when there is only one empty box on the Navigation Matrix, each player adds up the scores for both their Navigation Matrix and Phone Charger. Each row and column in the Navigation Matrix scores separately. The score for the Phone Charger is 55, minus the number of unshaded hexes. The player with the highest score wins.

The Solo Game

Game-play for the solitaire game is very similar to the multiplayer game with two key differences:

1. In every odd-numbered round, you act as the start player when allocating dice on the shared board. In every even-numbered round, the dice are rolled and allocated at random. The 12 grey rectangles at the rights of the player sheet should help you keep track of what round you are in and if it is odd or even.
2. Calculate your score at the end of the game and compare it to the chart that follows. This will determine how well you did.

Solo Game Scoring

90 points - Cruising in style!

This is the life! Your phone is juiced, the perfect course plotted in, and you even got the jacuzzi working! With luxury like this, you might not even want to get rescued!

80 points - Not bad at all!

While the multi-gazillion-credit Starship is now only a cloud of dust, you're snug as a bug in your escape pod. Your phone is blasting out the latest synth-pop hits and you even found a mini-fridge full of Soylent-nuggets!

70 points - Some home comforts.

The lights are working, your course is plotted, and your phone is fully juiced! You won't lose your mind while waiting for rescue, though they might think it odd that you never powered up the shower unit.

60 points - The bare essentials.

With a functioning phone and basic navigation, you might just manage to avoid cabin fever before rescue arrives!

50 points - No internet?! Barely living at all!

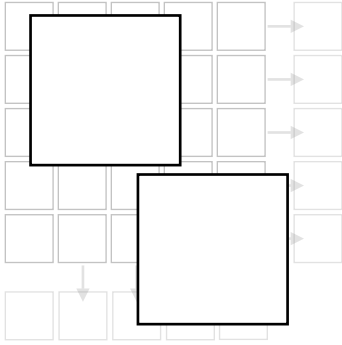
The stench in the escape pod is unbearable, but at least you have your phone games. You can't get online, but that's OK - rescue can't be that far away, can it?

40 or fewer points - Stuck in a tin-can.

Nothing in your escape pod works and here you are trapped in the endless void of space. There's no telling how far away rescue is. Even worse, the sewerage system keeps gurgling ominously!

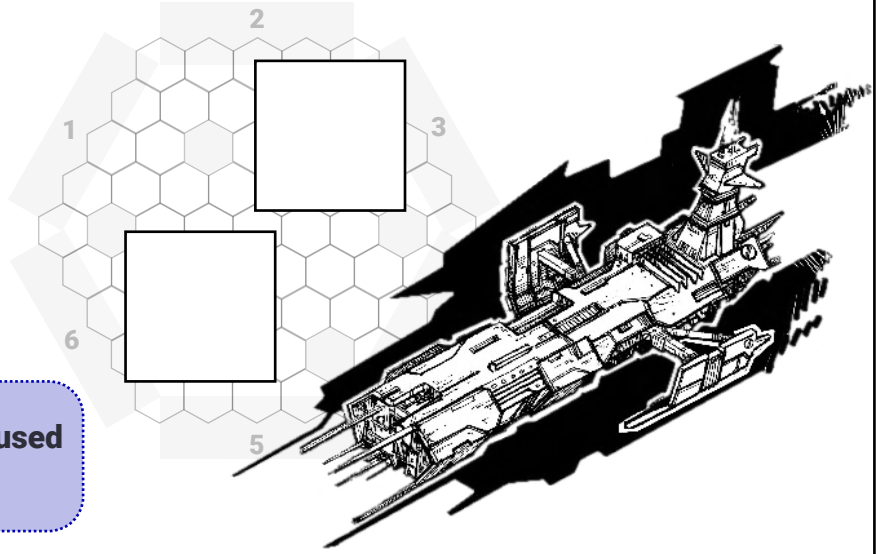
Shared Board

Navigation Matrix



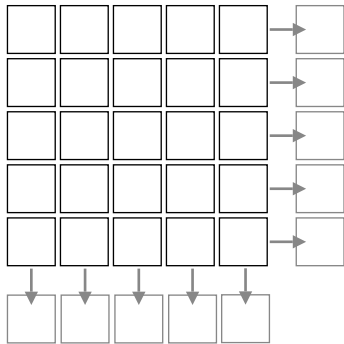
Unused

Phone Charger



Player Sheets

Navigation Matrix

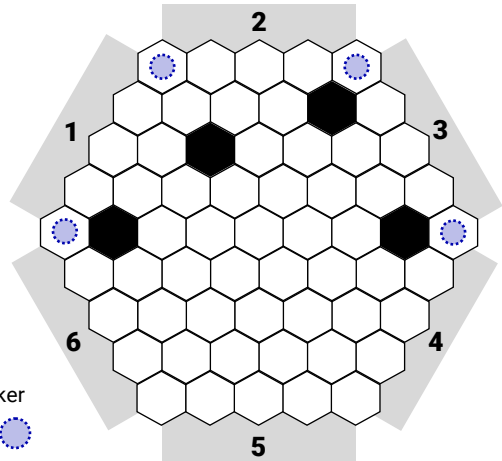


- 5 straight = 7pt
- 4 straight = 5pt
- 3 straight = 3pt
- 5 of a kind = 6pt
- 4 of a kind = 4pt
- 3 of a kind = 3pt
- Pair (+) = 1pt

Final score:
 Navigation _____ + Phone _____ = _____

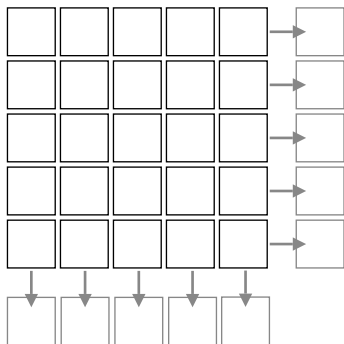
Unused die tracker

Phone Charger



Score = 55 - number of unshaded hexes.

Navigation Matrix

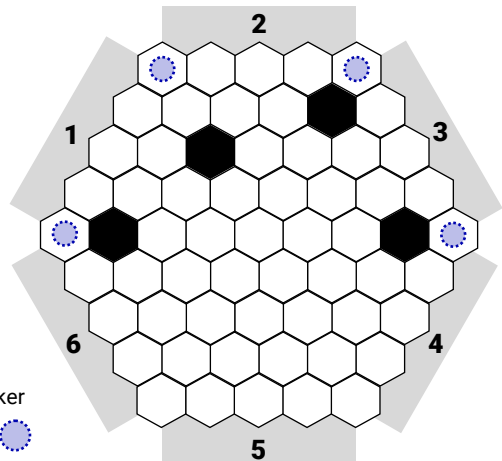


- 5 straight = 7pt
- 4 straight = 5pt
- 3 straight = 3pt
- 5 of a kind = 6pt
- 4 of a kind = 4pt
- 3 of a kind = 3pt
- Pair (+) = 1pt

Final score:
 Navigation _____ + Phone _____ = _____

Unused die tracker

Phone Charger



Score = 55 - number of unshaded hexes.

