

CHOOSE YOUR OWN ADVENTURE®

WAR WITH THE EVIL POWER MASTER

Instructions



Ages 10+
1 or More Players
60 Minutes

Contents: 154 Story Cards, 158 DATA Cards, 9 Starter Item Cards,
4 Character Cards, 1 Game Board, 1 Die, 1 Mover, 2 Tracking Cubes,
9 Signal Booster Discs, Instructions

QUICK START

YOU CAN START THE GAME WITH THESE QUICK START INSTRUCTIONS. AS YOU MOVE THROUGH THE GAME, CONSULT THIS MANUAL FOR DETAILS.

1. Unfold the Game Board.
2. Place one Tracking Cube on the 0 space of the EPM Meter and the other on the 0 space of the Signal Tracker.
3. Mix up the Signal Booster Discs and randomly place one, number side down, on each planet. 
4. Place the DATA Cards in a stack next to the Game Board. Do NOT shuffle them.
5. Place the Ship Mover and the Die next to the Game Board.
6. Each player chooses their Character(s) and takes the corresponding Character Card(s). Place the cards with the Active side face up.
Note: All four Characters are used in each game, regardless of the number of players. In a one-player game, the player takes all four Character Cards—the player will control the entire crew. In a two-player game, each player controls two Characters. In a three-player game, each player controls one Character, and the fourth Character is controlled by all three players collectively. When playing with five or more players, the players collectively control all four Characters.
7. Shuffle the nine Starter Item Cards and place one face up next to each Character Card. Put the remaining Starter Item Cards back in the box—they will not be used.
8. Early in the game, you will be directed to go to a planet. When this happens, place the Ship Mover on that planet, then take the thirteen Story Cards for the planet and pick a player to read the first card aloud (see STORY CARDS on page 3). Always keep the Book Cover Card on top of the Story Card deck you are currently reading.
9. As you encounter Story Choices and Challenges (see CHALLENGES on page 4), players should make all decisions collectively as a team. Decisions and Challenge results will lead players to different Story Cards and DATA Cards (see DATA CARDS on page 4), each of which will send the story in different directions.

START THE GAME BY TAKING THE THREE LACONIAN CONGRESS STORY CARDS. PICK A PLAYER TO READ THE FIRST CARD, THEN FOLLOW THE STORY FROM THERE!

OBJECT OF THE GAME

The Evil Power Master is leading a violent rebellion against the Lacoonian System, an alliance of several galaxies and thousands of planets. You are part of a Rapid Force crew from Lacoos tasked with bringing him down before he can carry out his sinister plans.

This is a cooperative game in which players work together as a team to defeat the Evil Power Master. Your crew must use data, clues, and an ingenious algorithm to boost a radio signal that will lead you to the Evil Power Master's location.

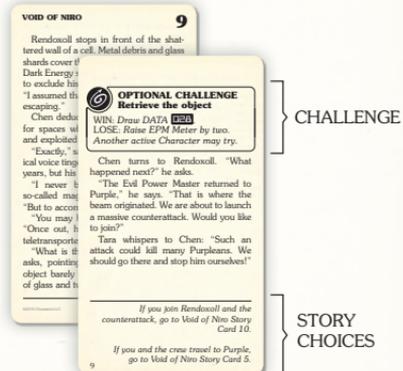
If your crew discovers the Evil Power Master's location before he realizes his evil scheme, a final battle ensues. If the crew defeats the Evil Power Master, the Lacoonian System is saved. Otherwise, it is destroyed, and all order in the System is lost!

SETUP



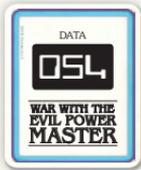
STORY CARDS

Many Story Cards include Story Choices that will send you to other Story Cards, where you'll see how your choices play out. Story Cards may have Optional or Required Challenges for the crew to take on (see CHALLENGES on page 4). After reading the Story Card, decide as a group on any Story Choices you want to make or Optional Challenges you want to take on.



STORY CARD

DATA CARDS



Story Choices and Challenges will often instruct players to draw a DATA Card. Some DATA Cards will move the story forward and may feature additional Challenges or Story Choices. Treat these Challenges and Story Choices the same as if they were encountered on a Story Card.

Some DATA Cards are items that are kept by the crew and may be used later in the game. When you discover an item, choose any Character to give the item to. Place the item face up next to that Character's Character Card—it is now in their possession.

There are two types of items:

Challenge Boosters help players overcome Challenges. Each Challenge Booster is denoted by a Challenge type icon and a boost symbol. These are explained in detail on page 6.

Assist Items provide one-time abilities that can help the crew out at crucial moments and in certain situations. To use an Assist Item, follow the instructions on the card, then **discard the card**. (The Starter Items that were given out at the beginning of the game are examples of Assist Items.)



CHALLENGE BOOSTER



ASSIST ITEM

CHALLENGES

Some cards will present the crew with Required or Optional Challenges. You must undertake all Required Challenges you encounter, but you may choose whether or not to take on Optional Challenges.

Each Challenge falls into one of five different types:



REQUIRED CHALLENGE Talk to the creature

WIN: Raise Signal Tracker by two and continue below.

LOSE: Raise EPM Meter by two.

Another Active Character must try.

REQUIRED CHALLENGE



Piloting



Diplomacy



Dexterity



Perception



Strength

Certain Characters will be better suited to certain types of Challenges, based on their natural proficiencies (shown on the Character Cards) and any Challenge Boosters they possess.

CHALLENGES (Continued)

To perform a Challenge, follow these steps:

1. Check the Challenge Level
2. Choose an Active Character
3. Choose a Challenge Booster (optional)
4. Roll the Die and Resolve

1. CHECK THE CHALLENGE LEVEL

The Challenge Level is determined by the Signal Tracker's current position. If the Signal Tracker is at 0–6, the Challenge Level is 4. If it is at 7–12, the Challenge Level is 5. If it is at 13 or higher, the Challenge Level is 6.

The Challenge Level is the number a player must reach or exceed with their Die roll (plus any bonuses) in order to win the Challenge.



Example: The Signal Tracker is at 8, so the Challenge Level is 5.

2. CHOOSE AN ACTIVE CHARACTER

Each Character has certain Challenge types that they are more or less proficient in, as shown on their Character Card. If a Challenge type shows +1 next to it, that Character adds 1 to the Die roll when they perform a Challenge of that type. If it shows -1, they subtract 1 from the Die roll.

When choosing which Character to use for a particular Challenge, take into account each Character's proficiencies, as well as any Challenge Boosters they possess.

IMPORTANT: You must choose an Active Character to perform the Challenge. Each Character begins the game in the Active state. After a Character performs a Challenge, their Character Card is flipped over, and they become Inactive. **Inactive Characters may NOT perform Challenges.**

When the last Active Character performs a Challenge, make all Characters Active again. Flip the Character Cards back to the Active side.



ACTIVE

INACTIVE

CHALLENGES (Continued)

3. CHOOSE A CHALLENGE BOOSTER (optional)

You may use one Challenge Booster for each Challenge. The Challenge Booster must be in the possession of the Character performing the Challenge, and the Challenge type icon must match the Challenge type being performed. **You must declare which Challenge Booster you are using before rolling the Die.**

If the Challenge Booster shows +**1**, +**2**, or +**3** next to the Challenge type, that number will be added to the number rolled on the Die. If it shows **?** + **?**, you will roll the Die twice and add the numbers together. After the Challenge, the Challenge Booster remains in your possession, and may be used again for future Challenges.

WARNING: If you roll a 1 while using a Challenge Booster, the Challenge Booster is destroyed. The effect of the Challenge Booster is still applied to the current Challenge, but then the card must be discarded. If you are using a Challenge Booster that allows you to roll twice, the Challenge Booster is destroyed if either roll is a 1.

4. ROLL THE DIE AND RESOLVE

Roll the Die. Add or subtract the number on the Character Card that matches the Challenge type (if there is one). Then apply the effects of the Challenge Booster (if one was played). The resulting number is the Challenge Total.

If the Challenge Total is equal to or higher than the Challenge Level, you win the Challenge. Follow the WIN instructions shown for the Challenge. If the Challenge Total is less than the Challenge Level, you lose the Challenge. Follow the LOSE instructions.

Example: The Challenge Level is 5, and Flppto is performing a Perception Challenge, for which he has a +1 proficiency. He uses a Challenge Booster that lets him roll the Die twice. He rolls a 1 on his first roll and a 3 on his second roll. His Challenge Total is 5 (1 + 1 + 3), so he wins the Challenge! Unfortunately, because one of his Die rolls was a 1, the Challenge Booster is destroyed and must be discarded.



After performing the Challenge (whether you won or lost the Challenge), flip the Character Card to the Inactive side. **Note:** If you are allowed to (or required to) try the Challenge again, you must use an Active Character.

EPM METER AND SIGNAL TRACKER

The green Signal Tracker represents the level of your radio receiver, which rises throughout the game as you succeed in Challenges and find more data. If the Signal Tracker reaches 25, you discover the Evil Power Master's location (see END OF THE GAME on page 8).

The red EPM Meter represents the passing of time and the evil doings of the Evil Power Master. The Meter will rise as you lose Challenges and when you travel between planets. If the EPM Meter reaches 25, the Evil Power Master wins (see END OF THE GAME on page 8).

PLANETS

Throughout the game, you will move the Ship Mover to different planets to explore them. When you get to a new planet, take the thirteen Story Cards for that planet and pick a player to read the first one aloud. There are three ways in which your time exploring a planet can end:

DATA FIND : You successfully find the last known location of the Evil Power Master on that planet and use the data to boost your signal. Turn over the planet's Signal Booster Disc and raise the Signal Tracker the number shown. Move the Ship Mover to a new planet to explore.

THE END: The team reaches a fruitless end—or possibly a death! Follow the instructions on the card. Discard the disc. Choose a new planet to explore. You cannot return to the planet you just left.

THE EPM METER OR SIGNAL TRACKER REACHES 25: Read END OF THE GAME on page 8 to see what happens next!

While you are en route to a new planet, **Characters may freely exchange cards with each other.**

There are several important things to keep in mind when deciding which planet to explore next:

- You may travel to any planet, as long as it has a Signal Booster Disc.
- **You must raise the EPM Meter by 2 for every path segment you travel along.**
- The color of each Signal Booster Disc indicates the possible strength of the boost. Blue discs are the weakest and pink discs are the strongest.
- Each planet has two Challenge type icons below its name. These represent the Challenge types that are the most common and second-most common on that planet.



Blue
Boost:
4–6



Yellow
Boost:
6–8



Pink
Boost:
8–10



Example: The most common Challenge type on Follop is Perception, and the second-most common type is Strength.

END OF THE GAME

IF THE EPM METER REACHES 25, the Rapid Force crew has failed, and the Evil Power Master is victorious. **Draw DATA 15B** to see how the story ends! There are different endings based on how high you were able to advance the Signal Tracker.

IF THE SIGNAL TRACKER REACHES 25, the Rapid Force crew has found the location of the Evil Power Master! **Immediately go to Story Card 13** of the current planet, which reveals the location of the Evil Power Master, along with further instructions. However, victory is not yours yet! By following those instructions, you will be led to a Final Showdown, where the Rapid Force crew must engage in hand-to-hand combat with the EPM to defeat him once and for all!

FINAL SHOWDOWN

In preparation for the Final Showdown, make all Characters Active. In addition, Characters may freely exchange item cards if they wish.

When you are ready, take the appropriate Final Showdown deck as instructed on Story Card 13. The Final Showdown is played by the same rules as the rest of the game, but the stakes are much higher. The fate of your crew and the entire Lagoonian System will be determined by your success or failure in the upcoming Challenges.

The last card of the Final Showdown will tell you whether the Rapid Force team is victorious or if the Evil Power Master rules supreme!

THE GOLDEN RULE

Some cards in the game contain instructions that may contradict this manual. Always follow the text on the card rather than the instructions in this manual.

Game by Prospero Hall

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