

THE DÆDALUS SENTENCE

THE MANUAL



CRIPPLEFISH
GAMES





THE DÆDALUS SENTENCE

LEAVE NO ONE BEHIND!



INTRODUCTION

In the year 2083, an alien race known as the Loctæ descended on planet Earth. Killing billions, they imprisoned the few million that remained. These captives were sent to locations throughout the galaxy to work as slaves or as subjects for genetic experiments. The most infamous of these locations is a Loctæ space station orbiting Ganymede, known to its inmates as the "Hive". Here, the best and the brightest of Humanity are sent to have their genetic material tested and harvested by the Loctæ Scientists to make biological hybrids engineered for aptitude in any skill the Loctæ require.

Many subjects tried to escape the Hive, but the Loctæ use a seemingly random sequence to rotate the rings of the station and disorient would-be escapees, making a successful breakout impossible to plan. Most that tried became hopelessly lost in the dark corridors of the station, easy prey for the facility's guards. Only one man, Professor G.H. Staudinger, returned to tell of the horrors that lay beyond the containment facility. He described an ever-moving maze of halls patrolled by subjects who have been robbed of their minds and disfigured by the Loctæ's experimentation. "Minotaurs, patrolling Dædalus' Labyrinth. And just like the victims of old King Minos, we will all be sacrificed!" Using his experience of the Hive's corridors and a smuggled tablet computer, he created THESEUS, an application to crack the labyrinth's code. Unfortunately, Doctor Staudinger was sent for processing before he could test his work.

As the months in the Hive wear on, fewer and fewer prisoners remain and they have long since been moved into a single maximum-security section of the giant station. Knowing it's now just a matter of time before they meet the same grisly fate as the many subjects that disappeared before them, these last remaining prisoners have begun formulating a plan to break free. Yet for months the thick walls to their cells and the constant presence of misshapen guards dash any hopes they have. The months have slid into years and the mood of the remaining prisoners has become more and more bleak. Only a miracle, it seems, could ever give them a chance of escape.

With a grand stroke of luck, or perhaps destiny, the miracle arrives as a rogue asteroid striking the station's power storage facility. Explosions rock the station, and the momentary blackouts have shorted the power that keeps the prisoners contained. Now the prisoners have a chance, likely the last chance they will ever have, to face the perils of the Hive's halls and escape to freedom.



OBJECT OF THE GAME

The Daedalus Sentence is a cooperative game for 1 to 4 players. To win the game all players must collectively escape the Hive Prison by breaking out of each ring and reaching the escape pod without being captured by the guards. Each character has special abilities to help the team survive and escape.

The game is immediately lost:

- ▶ If all players are captured and contained by the Hive's guards; or,
- ▶ If one prisoner is captured twice.
- ▶

The survival of the human race hangs in the balance – leave no one behind!

GAME COMPONENTS

- ▶ 1 Rules Booklet
- ▶ 1 Hive Prison Board
- ▶ 1 THESEUS Board
- ▶ 1 Alert Marker
- ▶ 54 Location Tiles
 - 1 Loctae Scientist Spawning Chamber
 - 5 Cells (1 in each player color)
 - 6 Blue Rooms
 - 14 Red Rooms (4 marked with randomizer icon)
 - 14 Yellow Rooms (4 marked with randomizer icon)
 - 14 Green Rooms (4 marked with randomizer icon)
- ▶ 5 Character Figures
- ▶ 5 Character Tokens
- ▶ 5 Large Character Player Placards
- ▶ 20 Action Point Tokens (transparent plastic cubes)
- ▶ 20 Guard Figures:
 - 15 Minotaur Figures
 - 5 Loctae Scientist Figures
- ▶ 54 Hive Cards
 - 13 Minotaur Cards
 - 3 Loctae Scientist Cards
 - 36 Color Rotation Cards (9 each: Blue, Red, Yellow & Green)
 - 2 White Rotation Cards
- ▶ 7 Gate Tokens
- ▶ 3 special 6-sided Dice
 - 1 Timer Die
 - 1 Security Die
 - 1 THESEUS Die

COMPONENT OVERVIEW

Hive Prison board: Plastic Board that holds the Location Tiles and allows their rotation.

Location Tiles: Two-sided tiles that fill in the Hive board. The front of each tile depicts a room in the Hive. The back of each tile is blank to indicate the tile has not yet been explored. Tiles are placed in a ring according to their color/size.

THESEUS Board: Board with spaces for eight cards that determine how the Hive and its guards will move.

**In Greek mythology, THESEUS was the sole person to ever escape the Labyrinth built by Daedalus.*

Hive Prison Cards

- ▶ Rotation Cards: Cards used to rotate rings, move guards, and open gates.
- ▶ Guard Cards: Cards used to spawn or eliminate Minotaurs or Loctae Scientists and open gates.

Character Figures: Represent the prisoners collaborating to escape the Hive Prison.

Guard Figures: There are two types of guards in the Daedalus Sentence: Minotaurs and Loctae Scientists.

- ▶ Minotaurs patrol a single ring and capture prisoners if they cross their path.
- ▶ Loctae Scientists may move from the center of the Hive to the outer rings. They will move with each guard patrol and hunt prisoners down!

Character Tokens: Tokens used to mark the status of the prisoners on the THESEUS Board. If they have been captured, the token shows the penalty.

Character Placard: These show the color, special attributes and skills of each player and the penalty (on reverse) if they are captured.

The Daedalus Sentence App: Optional – Provides a timer for the length between two guard patrols. In advanced difficulty levels, actions and group planning may only take place during this timed phase. Free Download at www.eggrrules.com/games/games-d-l/daedalus-sentence/

DIFFICULTY ENHANCERS AND 5-PLAYER SCENARIO

This manual contains all the rules you need to know to play The Daedalus Sentence.

There are **seven Difficulty Enhancers** that are explained in full at the end of the rules and noted in the appropriate locations in the rules where they apply.

Difficulty Enhancers are optional rules to add when you desire more of a challenge.

For your first time through, we recommend ignoring these enhancers.

There is a list of recommended combinations for the Difficulty Enhancers that can also be found in The Daedalus Sentence App.

There is also a 5-Player Scenario included at the end of the rules: **Ariadne's Thread** that pits a fifth player as the Hive Commander versus the Escapees.

See p.22-23 for a turn summary and a Description of Rooms and Icons used in the game.

SET UP

PLAYER SET UP

Each player selects a prisoner to play and takes the Figure, Character Player Card, and Character Token belonging to that character. Players should note their character's Special Abilities and attributes as well as the penalty when captured (on reverse). The game is for 1 to 4 players. Left over Character Figures, Player Cards and Character Tokens are not used.

MAXIMUM ACTIONS PER PLAYER

- 1 Player = 8 Actions
- 2 Players = 5 Actions
- 3 Players = 4 Actions
- 4 Players = 3 Actions

Each player takes a number of Action Tokens as shown on the chart above to track the maximum number of actions a player can take. Action Tokens may not be saved between rounds.

THESEUS BOARD SET UP



Place the Character Tokens on the designated spots on the THESEUS board.

Place the alert marker above the first column (on the 1), indicating a low alert level.

Shuffle the 54 Hive Cards and create a draw deck. Then draw 8 cards and place them face up on the THESEUS board. Fill the columns in order from left to right, first placing a card in the top row, and then in the bottom row.

During the game, discarded cards are placed face up on the discard pile. When the draw deck is depleted, shuffle the discard pile and place it face down to create a new draw deck.

DIFFICULTY ENHANCER #1 - FAULTY ALGORITHM see p.16

HIVE PRISON



LOCATION TILE PLACEMENT

Randomly place the 5 cell tiles and the Loctae Scientist Spawning Chamber in the center ring of the board so that the edges of the tiles line up with the dots on the next ring. NOTE: The Loctae Spawning Chamber and the Purple Cell must be opposite one another. Then place each player's figure on the cell that matches his or her pawn color.

Separate the Location tiles by color (blue, red, yellow, and green). Separate the Location tiles by color (blue, red, yellow, and green). When instructed to mix the tiles below, keep them face down.

Blue Tiles: Mix all the blue tiles and place them face down on the first ring of the Hive board, so that the finger holes between the pieces line up with the indentations on the board.

Red Tiles: Pull out the 4 tiles with the Randomizer Icon on the front of the tile.



- ▶ Mix the randomizer tiles, then select 2 and put them back unseen in the game box.
- ▶ Mix the 10 remaining red tiles and the 2 randomizer tiles together and place them face down on the second ring of the board so the finger holes between the pieces line up with the indentations on the board.

Yellow and Green Tiles: Repeat the Red Tile process above for the yellow and green location tiles for each of their rings.

Finally, each player draws two cards from the Hive Cards draw deck and places them face up where the other players can see.

MAXIMUM CARDS PER PLAYER

- ▶ During the game, players will draw cards.
- ▶ The maximum player hand size is shown in the chart below.
- ▶ If a player ends her turn with cards exceeding this limit, she must discard cards of her choosing until she meets the limit.

1 Player = 6 Cards
 2 Players = 5 Cards
 3 Players = 4 Cards
 4 Players = 3 Cards

DIFFICULTY ENHANCER #2 – CLOUD DISABLED see p.16

DIFFICULTY ENHANCER #3 – REPAIRS IMMINENT (Not recommended for mixed teams of experienced and new players) see p.17

DIFFICULTY ENHANCER #4 – EMERGENCY PROTOCOLS see p.17

*Your daring escape commences!
 Make your decisions bold, your tactics deceptive and your escape legendary!*

ROUND SUMMARY

Each round consists of 3 phases

Phase 1: Update THESEUS and Player Planning - THESEUS calculates the next Hive Rotations and Guard Patrols

Phase 2: Player Actions - During the escape phase, all players perform their actions simultaneously

Phase 3: Hive Prison Actions - the Hive Prison rings rotate and Guards patrol, possibly capturing you or your teammates!

DETAILED ROUND DESCRIPTION

PHASE 1: UPDATE THESEUS AND PLAYER PLANNING

Lie in Wait...

The subjects are hidden inside the maze, waiting for a window of opportunity to perform their actions, and plotting the next moves in their daring escape. During this phase, THESEUS gives information about the Hive and the guards to the players, allowing them to plan their turn.

Update THESEUS

THESEUS can predict the next rotations of the Hive, as well as the patrol of the station's guards.

After each round of play, a number of spots on the right side of the THESEUS board will be empty. Draw cards and place them face up on the THESEUS board from top to bottom, left to right. Do this until eight cards are on the board, one in each spot.

Players may now plan their actions for the following phase.

Should Clay be captured, his penalty is in effect. Spawn an additional Minotaur now.

END PHASE 1

Phase 1 ends when players are ready to continue.

DIFFICULTY ENHANCER #5 – ROLLING LOCKDOWNS see p.17

DIFFICULTY ENHANCER #6 – AUTOMATED SECURITY SYSTEMS see p.17

PHASE 2: PLAYER ACTIONS TIME TO STRIKE!

During this phase, talking is allowed (and recommended!). Carefully plan your moves and make bold decisions.

Performing your actions

When an action is performed, the player turns in an action token, to keep track of remaining actions. Players are free to forego use of the action tokens and play by memory if they choose.

There is no set order for play; all players can perform their actions simultaneously. Players are not obliged to use all of their allotted actions in a round; however, actions may not be saved between rounds.

It is advised to keep an eye on THESEUS, which shows you glimpses of the next Hive Prison ring rotations and guard patrols, which will happen in Phase 3.

Bear in mind that when a guard passes through or ends movement in your room, you are captured and escorted back to your cell (see p.13 *Hive Prison Action – Capturing Escapees*).

GENERAL ACTIONS

(can be performed in any room)

DISCOVER ROOM

- ▶ Reveal one room, adjacent to your location (Do not move into the room). Tiles in other rings are not considered adjacent, unless there is an open gate connecting the two tiles.
- ▶ If you discover a room with a **Minotaur icon** on the tile, immediately place a Minotaur on the tile for each Minotaur icon on that tile.
 - If there are not enough Minotaurs in the supply, add as many Minotaurs as possible.
- ▶ If you discover a room with a **Loctae Scientist icon**, place a Loctae Scientist on the tile if one is available.



MOVE

- ▶ Move to an adjacent tile in the same ring, through a gate, or ventilation duct (see: Location specific actions),
 - You can never move into an undiscovered room or into a room with an enemy.
 - There are walls between each of the cells and the Loctae Scientist Spawning Chamber - you cannot move between them.
 - There are also randomly placed walls in the yellow, red, and green rings. These walls are impassable by both players and enemies.
 - You can never re-enter a cell. They have automatic locking devices!



Wall

PASS CARD

- ▶ If you are in the same room as another player, you may pass cards to that player for one action per card.
- ▶ You may pass cards to a player in excess of her maximum hand size, but she must discard down to the maximum hand size at the end of the phase.

ELIMINATE GUARD

General Notes on Guards

- ▶ Minotaurs and Loctae Scientists standing in a room prohibit you from entering or passing through this room.
- ▶ Guards capture escaped subjects whenever they move into a room with any unhidden subject in it.

Eliminating Guards

- ▶ You may eliminate a Minotaur by standing in an adjacent room and playing one Minotaur card from your hand into the discard pile.
 - You can only do this from rooms in the same ring, through an opened gate, or from an unlocked cell.
 - You cannot eliminate guards through a wall, closed gate, or ventilation duct.
- ▶ When playing a Loctae Scientist card, you may eliminate up to three Minotaurs in adjacent rooms.
 - The same rules of adjacency apply, but eliminated Minotaurs do not need to be in the same room as one another.
- ▶ To eliminate a Loctae Scientist, follow the same adjacency rules as used to eliminate a Minotaur.
 - To eliminate a Loctae Scientist, however, you must play 3 Minotaur cards or 1 Loctae Scientist card from your hand.
 - If you use a Loctae Scientist card, you may not eliminate any additional guards.
 - Players can collaborate to eliminate a Loctae Scientist by each playing some of the Minotaur cards needed to eliminate the scientist.
 - If collaborating, each player that contributes cards must also use an action.
 - Every player that plays cards against the Loctae Scientist must be adjacent to the Loctae, but does not need to be in the same room as the other contributing players.

All eliminated enemies should be placed back into the supply and all used cards go to the discard pile.



DRAW CARD

The technology employed by the Loctae is centuries beyond human understanding. While humans focused on improving the tools they used to manipulate reality, the Loctae were modifying them selves using genetics.

As a result, the Loctae exist in the Hive as if they were cells in a body. The Hive responds to the Loctae genome, just as it repels alien life forms as if they were pathogens.

If the human escapees want any chance of surviving, they'll need to gather plenty of Loctae genetic data as inputs into the Hive's systems. Luckily, there seems to be plenty of DNA lying around.

- ▶ You may draw a card at any time by spending two actions.
 - The Research Laboratory Location will enhance the card draw action. (Explained on p.10)

**LOCATION SPECIFIC ACTIONS
(Can be performed in specific rooms only)**

Remember to check the THESEUS Device if any players have been captured. Based on their penalty, some Locations may be disabled.

Ventilation Duct: Climb Through Ventilation Duct

In a room with a ventilation duct, you may pass through it to enter connected rooms in the next ring.



- ▶ The target room must already be discovered.
- ▶ You cannot discover rooms through ventilation ducts.
- ▶ Ventilation ducts are two-way, so you may also move inward using ventilation ducts revealed on the level you are moving into.
- ▶ A ventilation duct may not be used to move inward from the ventilation duct tile.
- ▶ You may not use a ventilation duct to enter a ring to which no gate has been opened.

GATE Obtain Gate Code

In a room with a closed gate, you may request the gate code, which is needed to open the gate.



- ▶ Draw a number of cards from the deck equal to the number on the gate and place them face up in a row.

- ▶ Place the gate token that matches the gate icon near these cards as a reminder of which gate they correspond to.
- ▶ Note that one gate is broken and does not require a code to open. For this gate, you do not need to request a code, but do need to spend an action to open the gate.

Break Gate Code/Open Gate

To break a gate code, you must play a combination of cards that matches the drawn gate code for that gate while standing in the gate room.



- ▶ Partially completing a gate code is not allowed.
- ▶ A match counts as playing one Hive card for each card in the code. Matches can be a guard card, or a card that matches the exact color or the exact number in the code.
 - When determining matches, use the following rules:
 - Rotation direction does not matter
 - Any guard card (Minotaur or Loctae Scientist) will match any other guard card
 - Any color or number card may be used as a white card
 - Any white card may be used as any color or number card (ignore the number on the white card as that number is only used for rotating the rings)
 - Players must choose to either match the numbers on the cards or the colors on the cards. They may not match some with colors and some with numbers. Guard cards must be matched with Guard cards.
- ▶ Players may collaborate on opening gates.
 - All collaborating players must be in the gate room, and they must each spend one action.
 - These actions must be taken simultaneously - when a gate code is partially completed by a player, the next action taken by the other collaborating players must be to help finish the gate code.
 - If the gate code cannot be finished because the players do not have the correct cards or are not in the gate room, the initiating player (or players in case 3 or more players are collaborating) forfeit the spent action and take back their cards.

BREAK GATE CODE EXAMPLE

The escapees have obtained a gate code for the 4-card gate in the red ring.



One player plays a Minotaur card on top of the Loctae Scientist and a blue 2 on top of the white card, indicating that these are the cards she is contributing to opening the gate. A second player plays a green 1 on top of the green 2.

► Note that the second player has now committed the team to playing only color and not number cards for matches

A third player plays a white card on top of the green 3.

Because all the colors match (using whites as wild), this unlocks the gate.

The team could also have unlocked the gate using a guard card, any card for the white card and cards with a 3 and 2 for the last two cards.

- For one Action Token a player may also unlock a gate from an outer to an inner ring without the code.
 - If a gate code was already obtained, the gate code cards are simply discarded.

When a gate is opened:

- Place all the gate cards and cards used to break the code into the discard pile.
- The gate token is now flipped to the open side and placed on the gate tile.
- Check and Adjust the Alert Level.
 - The alert tracker must correspond to the outermost ring that the team has access to. If it does not, move it to that space now. Example: The first gate to the yellow ring has just been opened, so the alert marker should now be moved to Alert Level 3 on the THESEUS Device.
- Players may now pass freely through the gate.

Security gates in the Hive use biochemical algorithms that are decrypted by taking a small sample of the user's DNA and then converting them into an electronic code. While unable to synthesize Loctae DNA, THESEUS is able to manipulate the electronic signature the DNA generates. With enough samples, the program should be able to piece together the override codes.

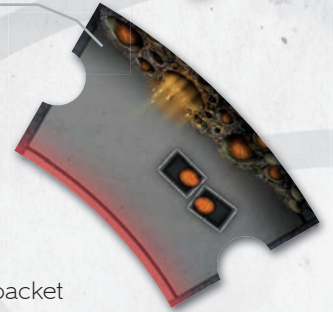
RESEARCH LABORATORY

Draw 2 Cards: In a room with a research laboratory, you may draw two cards for one action. This replaces the standard draw card action on page 9.



HATCHERY

Hide in Hatchery: In a room with a hatchery, you may take a hide action. Guards cannot capture escapees that are hiding. Only one player may hide in a room. To indicate you are hiding, lay your pawn flat on the tile. Taking any other action cancels hiding. Exception: Using data packet cards (See Difficulty Enhancer 1 p.16) does not interrupt hiding. A player cannot attack a guard in the same room while hiding. If a guard ends its turn in a hatchery with a hidden player, the player has no choice but to continue hiding until the enemy moves out of the room or is eliminated by another player.



CONTROL ROOM

Manipulate Hive Rotation: In a control room, you may manipulate the rotation sequence of the Hive. To do this, swap a card in your hand for any of the cards on the upper row of the THESEUS board. Take the card that was on the THESEUS board into your hand. Place the card you gave face up, regardless of the facing of the card you took. If you have no cards, you may not perform this action. You may not place the card you took immediately back onto the board.



COMMUNICATIONS RELAY

Manipulate Guard Movement: In a room with a communications relay, you may manipulate the patrol routes of the guards. To do this, swap a card in your hand for any of the cards on the lower row of the THESEUS board. Take the card that was on the THESEUS board into your hand. Place the card you gave face up, regardless of the facing of the card you took. If you have no cards, you may not perform this action. You may not place the card you took immediately back onto the board.

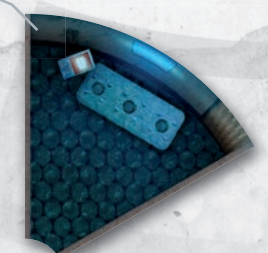


CELL

Free a Prisoner from Cell:

Captured players may only be freed by another member of the team. (See p.13 Capturing Escapees)

- In order to free a captured player, another player must stand in the room in front of her cell and use one action.



- ▶ When freed, the freed character token is removed from THESEUS and the penalty faced by the team is no longer in effect. The character token is removed from THESEUS to note they have already been captured once. (See p.13 Capturing Escapees for more info on penalties).

While the maintenance crews work on restoring power, the Loctae have resorted to physical bonds to keep the recaptured subjects in place.

Through generations of genetic manipulation, the Loctae have developed the ability to detect and transmit frequencies well outside the range of normal human perception. The communications relays were designed to allow the Loctae to transmit these frequencies across cosmic distances, a function that has been crippled by the current crisis on the station. Professor Staudinger predicted these relays could also be used to send transmissions within the Hive, using THESEUS to fabricate the messages.

END PHASE 2

Phase 2 ends when all players have exhausted their Action Tokens or have chosen to pass on any further actions.

Phase 2 can also end when the time is up (when using difficulty enhancer 4 or 6)

PHASE 3: HIVE BOARD ACTIONS

Seek Cover!

It's now time to perform the Hive Rotations and Guard Patrols, according to the cards on the THESEUS DEVICE board.

- ▶ The Alert Level Token on the THESEUS Board Columns 1 - 4 determines how many Hive board actions are performed. It begins the game at Level 1.
- ▶ The Alert Level rises each time a new ring is accessed..
- ▶ THESEUS DEVICE
 - The upper row of cards on the device represents the Hive Rotations.
 - The lower row represents the Guard Patrols.

THESEUS Activation

Cards are activated column by column (1 - 4 depending on the Alert Level)

- ▶ Activation starts on the left Column (1)
- ▶ For each Alert Level activated, start with the Hive rotation row card (on the top row) followed by the Guard Patrol Row card (on the bottom row).
- ▶ Continue activation until all cards in each activated Alert Levels have been activated.

Because the alert level marker is in the second column, only the first four cards will be activated, resolving the first column from top (Yellow 3) to bottom (Red 3) before moving to the second (Green 2 and White 2).

Difficulty Enhancer #7: Remote Activation Signal
p.18

Detailed Activations by Card Type

Each type of card in the deck causes a different effect, depending on whether it is activated as a Hive Rotation or Guard Patrol card.

STANDARD ROTATION CARD USE

Direction
Number of rooms to rotate

Hive Rotation

If a standard rotation card is activated as a Hive Rotation, move the ring matching the color of the card the number of rooms indicated on the card in the direction shown (counted by the indentations on the Hive Prison board).



In the example picture, the players would rotate the yellow ring 3 rooms in the clockwise direction.

If a ring has no figures or explored tiles on it, you may skip the rotation of that ring.

Which ring to rotate

ROTATING RINGS IN 3 EASY STEPS

1. Identify the ring you need to rotate and place your index finger into one of the gaps.
2. Slowly (so pieces don't fly!) use your finger to rotate the Locations in the ring in the direction shown on the card the number of rooms indicated on the card.
3. Each indentation you rotate to indicates one room.



Guard Patrol Movement

If a standard rotation card is activated as a Guard Patrol, activate the guards in two parts:

- ▶ First complete all Minotaur movement
- ▶ Second complete all Loctae Scientist movement. They will move with each patrol movement, regardless of which ring they are on.
- ▶ If a card could activate multiple guards on the same ring, the players may choose which order they are activated in, but all Minotaurs are activated before any Loctae Scientists.

Minotaur Movement

- ▶ Move all Minotaurs on the matching ring color a number of rooms equal to the number and direction on the card.
- ▶ Minotaurs do not move between rings.

Loctae Scientist Movement

- ▶ Move all Loctae Scientists in the same fashion (regardless of what ring they are on).
 - If a Loctae Scientist is in the Loctae Spawning Chamber, its first move will take it to the adjacent location on the blue ring.
 - If a Loctae Scientist ever encounters a gate leading to an outer level, the next move it takes will always move it through the gate. This does not unlock the gate.
 - In case there are two tiles on the outer level that are connected to the gate tile, move the scientist to the tile that moves it furthest along its current movement heading.
 - If a Loctae Scientist moving clockwise passed through a gate, it will always land on the tile furthest in the clockwise direction.
 - If it is moving counterclockwise, it will land on the tile furthest in the counterclockwise direction.
 - Loctae Scientists will never leave the board via the escape pod on the green ring.



Gate Movement Restrictions

Minotaurs will never move through a gate. They always stay in the same ring.

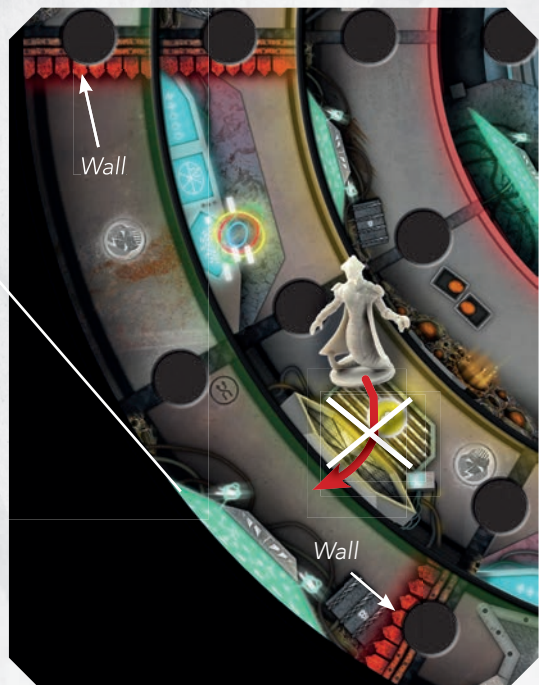
Loctae Scientists will move through gates.

EXCEPTION

Do not move a Loctae Scientist through a gate if:

- ▶ The ring segment the Loctae would be moving into is bounded by walls on both sides
- And >**
- ▶ There are no escapees within this bounded section
- And >**
- ▶ There is no revealed gate tile within this bounded section

If a Loctae Scientist is ever in a section of the Hive that meets all the conditions above, it will move inward (closer to the center) through any gate it encounters. This is the only time Loctae Scientists will move inward.



Walls Movement Restrictions

The walls on the yellow, red, and green levels are impassable by guards and players.

- ▶ If a guard encounters a wall during movement, count out the remainder of the movement in the opposite direction. Enemies may move back to the wall in subsequent activations.
- ▶ It is possible that walls will create dead-ends in the Hive.

WHITE ROTATION CARD USE

Hive Rotation

If a white rotation card is activated as a Hive rotation card, move every ring in the Hive the number of rooms on the card.

- ▶ Starting with the blue ring and moving outward, alternate the rotation between clockwise and counterclockwise movement.
- ▶ If a ring has no pawns or explored tiles on it, you may skip the rotation of that ring.



Guard Patrol

If a White Rotation Card is activated as a guard patrol card:

First activate all Minotaurs in the Hive.

- ▶ Move all the Minotaurs in the blue ring clockwise and then activate subsequent rings in order, alternating direction in the same fashion as Hive rotation.

Next, move all Loctae Scientists.

- ▶ Each Loctae Scientist activates only once, moving according to the rotational direction of the ring it is on at the beginning of the card activation.

MINOTAUR CARD USE

Activating a Minotaur Card will bring a new Minotaur into play regardless of which row it occupies on the THESEUS BOARD.

- ▶ To activate a Minotaur, turn over the first card of the draw pile.
 - If it is a Standard Rotation Card, place the Minotaur onto the ring corresponding to the color you drew, onto the tile that is in line with the cell of the same color.
 - If there are two tiles in line with the cell, choose the one that is further counterclockwise



- If it is a White Rotation Card place a Minotaur on each ring using the same method to determine the placement location for each ring.
- If it is a Minotaur card, add a second Minotaur to the pool of Minotaurs to be placed and then draw a second card.
 - If the second card is a rotation card, place both Minotaurs on the spot designated by the card
 - If the second card is a White Rotation card only place one Minotaur in each ring.
 - If the second card is another Minotaur, place one Loctae Scientist into the Loctae Spawning Chamber.
 - If there are no Loctae Scientists in the pool, continue to draw cards until you draw a rotation card, ignore any further Guard cards.
- If a Loctae Scientist card is drawn at any time while determining the Minotaur's spawn location, place one Loctae Scientist into the Loctae Spawning Chamber. This ends the activation.
 - If there are no Loctae Scientists in the pool, ignore this card.
- If the supply of Minotaurs contains fewer Minotaurs than need to be placed according to the activation, place as many as possible and ignore the other placements.

LOCTAE SCIENTIST CARD USE

Activating a Loctae Scientist Card will bring a new Loctae Scientist into play regardless of which row it occupies on the THESEUS BOARD.

- ▶ To activate the card, place a Loctae Scientist into the Loctae Spawning Chamber.
 - If there are no Loctae Scientists left in the supply, do nothing.



Though the Loctae's natural reproduction methods closely resemble that of a snake or bird, this method has been entirely supplanted by an artificial process that uses genetic material, nutritive mucus and a large electric current to create new Loctae in a matter of minutes. With the current threat to the station, the Hive's systems have made power allocation to the Spawning Chamber a high priority.

Merging Minotaur Groups

- ▶ Whenever three or more Minotaurs occupy the same room during Guard Patrol movement, their movement ends and they are immediately removed from the board and replaced by one Loctae Scientist.
 - The new Loctae Scientist will move as part of the Loctae Scientist movement phase.
 - If there are no more Loctae Scientists in the supply, do not remove the Minotaurs.

! Continued on the next page ▶



- If a Loctae Scientist is eliminated and added back to the supply, replace any existing groups of three or more Minotaurs at the start of Phase 3.
 - Do not replace groups of 3 or more Minotaurs during Phase 1 or 2.
 - If there are more groups of 3 or more Minotaurs than there are Loctae Scientists to replace them, replace Minotaurs in outer rings first.
 - Players choose which group to replace if not every group on the outer-most ring can be replaced.

CAPTURING ESCAPEES

If a guard moves through or ends its turn in a room with one or more players, those players are immediately captured.

- ▶ A captured player **MUST**:
 - Discard all her cards
 - Move her pawn back to her starting cell
 - If this is the first time the character has been captured, flip her character token on the THESEUS board to the penalty side.
 - If there is no character token on the THESEUS BOARD the game is lost as this is the second capture for this character. The game is over.
- ▶ If the capturing guard is a Minotaur, it is removed from the board immediately.
 - If more than one Minotaur moves through or ends movement in the room, only the first Minotaur captures the player(s) and is removed.
 - The others are not removed from play and will continue their patrol routes.
- ▶ If the capturing guard is a Loctae Scientist, it is not removed from the board and does not end its patrol route.

Until a captured player is rescued by a teammate:

- ▶ They may **NOT** take any actions
- ▶ The penalty on THESEUS is in effect. This is explained in further detail on the back of the character card.

When a captured player is rescued (See General Actions - Cell - Free a prisoner from her cell)

- ▶ The penalty token is removed from the THESEUS board. If the character is captured again, the game is lost.
- ▶ Any players with actions left, including the rescued player, may proceed without the penalty.

Even after the catastrophic events taking place in the Hive Prison, the Loctae are confident they can regain control and contain their prisoners. The humans are much more valuable alive than they are dead, although any especially problematic subjects may have to be disposed of as an example to the others.

Although the features of the Hive's guards are markedly different than their Loctae creators, the Loctae use their own physiology and DNA as the underlying "backbone" of all their creations. As such, The 'Minotaurs' actually contain quite a bit of Loctae genetic material. When enough of this material is aggregated in close proximity, the Hive can jolt the material with an electric charge that begins the Loctae spawning process, using the alien parts of the guards as fuel for the combination.

END PHASE 3

PHASE 3 ends when all cards on the THESEUS board, up to the current alert level, have been activated.

- ▶ All activated cards are placed face up on the discard pile.
- ▶ The remaining cards on the board are then moved to occupy the leftmost slots.
- ▶ Players may now talk with one another about strategy for the next round; or, move directly back into Phase 1.

END OF THE GAME

WINNING THE GAME

Players win if they all reach the unlocked Escape Pod in the green ring and are simultaneously standing on this tile. This means all players must be standing on this Gate Tile and the Gate (Escape Pod) must be unlocked.

The subjects escape, although where they'll go and how they'll resist the looming Loctae threat remains to be seen..

IMMEDIATE LOSS OF GAME CONDITIONS

- ▶ If a player is captured after having already been captured once, OR
- ▶ If all players are captured, leaving no free escapees, the game is immediately lost.

Another chance for escape will likely never arise, and the last known remnant of humanity will die out as the laboratory specimens of a superior race.

CHARACTER SPECIAL ABILITIES



CLAY ROJAS

Sex: Male. Age: 43

A battle-hardened mercenary by trade, Clay is one of the few who can boast of having killed a Loctae in hand-to-hand combat. Although the Resistance is over, Clay wouldn't mind the opportunity to kill a few more.

- ▶ Clay is able to eliminate up to three Minotaurs in adjacent rooms with a single Minotaur card. He may also eliminate Loctae Scientists using only a single Minotaur card.
- ▶ **While Clay is captured, the Hive spawns one additional Minotaur at the start of every Planning phase. Spawn this Minotaur as if it were the result of a card on the THESEUS board.**



AUDREY YOO

Sex: Female. Age: 27

Before Loctae Contact, Audrey was a world-class sprinter. Though a year in confinement has slowed her down some, she should be able to outrun whatever is crawling around the Hive.

- ▶ Audrey may move up to two tiles for every action spent on a basic move action, using standard movement rules. If she elects to move only one tile with an action, the other move is lost and may not be used later. This ability cannot be used when passing through vents.
- ▶ **While Audrey is captured, players cannot activate the control room location to manipulate Hive rotation (the top row of the THESEUS board).**



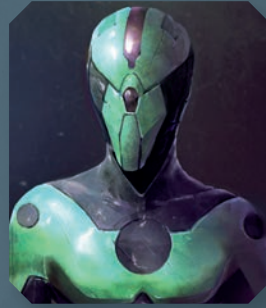
JAMIE JONES

Sex: Female. Age: 12

Of all the subjects on the Hive, Jamie was at once the easiest and most costly to bring in. When Jamie saw her brother dragged onto a Loctae shuttle, she grabbed a pistol and broke through the ship's cargo port. Though she managed to take out the entire crew, biometric

locks made it impossible to release the captives or change the ship's destination. When the ship arrived at the Hive, the station commander decided that he might be able to gain something from someone so resourceful.

- ▶ Jamie may discover rooms through ventilation ducts. The discovered room must be connected to Jamie's current room by a vent. Jamie may move into rings that no gate is open to, and this does not cause the alert level to rise. The alert level will rise when a gate is opened to this ring. Jamie is unable to kill guards through a vent.
- ▶ **While Jamie is captured, players cannot move through the Hive's ventilation ducts.**

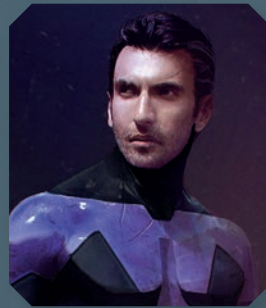


MORROW

Sex: Unknown. Age: Unknown

Morrow piqued Loctae interest due to the enigma surrounding the subject. Seemingly lacking any genetic indicators of any sort, Loctae Scientists are not yet sure what to make of the subject. Leading theories are that Morrow is either an incredibly deftly created android or a member of a guild of assassins that specializes in eradicating the identity of their members by altering fundamental human physiology.

- ▶ Morrow may move past guards and may also move on undiscovered tiles. Morrow may discover adjacent tiles even when standing on an undiscovered tile. Guards that start or move onto the tile that Morrow is on will capture Morrow.
- ▶ **While Morrow is captured, players cannot activate the communications relay locations to manipulate the Hive's guard rotations (the bottom row of the THESEUS board).**



ELIAS "BAXTER" FUENTES

Sex: Male. Age: 34

When the Loctae were first spotted past Jupiter, world renowned thief Elias "Baxter" Fuentes was one of the first to volunteer for a unit of humans who would break into Loctae installations to learn about their intentions, motives, and potential weaknesses. Whether he signed up in a rare moment of civic duty or for a pile of cash is up to conjecture, but the task has left him with an unmistakable eye for valuable Loctae artifacts and information. Baxter's proudest point was that he was the highest earning thief to have never been imprisoned. His care and skill left nothing to collect as evidence. Unfortunately, the Loctae don't care much for human standards of justice.

- ▶ Baxter's maximum hand size is two larger than the maximum for other characters.
- ▶ **While Baxter is captured, players cannot activate the research laboratory location to collect two cards. They may still spend two actions to collect one card in any room.**

The Loctae in control of the Hive are well aware of what makes each of their subjects special.

When an escapee is captured, the station's AI will automatically adjust security protocols to reflect the neutralized threat. With each subject that is recaptured, the Hive can focus more of its resources on apprehending those that remain.

DIFFICULTY ENHANCERS!

PLAYING FUTURE GAMES OF THE DAEDALUS SENTENCE

The Daedalus Sentence was originally designed with many of the Difficulty Enhancers built into the rules. These may be too punishing for first time players, but we strongly suggest adding them in as your skill in the game increases!

Adding the limited information of Difficulty Enhancer #2 and the time limit of Difficulty Enhancers #3, #4, or #6 creates a tense game where no one player can carry the team, a main feature that the designers set out to deliver.

We hope you will continue to up the difficulty and defy the odds!

Suggested Difficulty Enhancer Combinations for The Daedalus Sentence to fit your group

- ▶ Second-time Through: Use Difficulty Enhancers 1 and 3.
- ▶ Veteran: Use Difficulty Enhancers 1, 2, 5 and 6.
- ▶ Expert: Use Difficulty Enhancers 1, 3, 4 and 7.
- ▶ Hell in Space: Use Difficulty Enhancers 1, 2, 3, 4, 5 and 7.

Difficulty Enhancer #1 - Faulty Algorithm

THESEUS, the program made by Professor Staudinger to aid in your escape, wasn't perfected before the professor was taken away. It's still better than nothing however...

When starting the game, place all cards onto THESEUS face down.

At the start of every Player Planning phase, roll the THESEUS die, to determine which cards should be revealed. Players may also use The Daedalus Sentence App. In the App, select the "Faulty Algorithm" option.

- ▶ Reveal all cards on spots with a number that is less than or equal to the number given by the app or the die.



The team has rolled a five so the first five cards on THESEUS are revealed.

- ▶ To start subsequent THESEUS phases, slide any remaining cards into the first available position from right to left, keeping any revealed cards face up.
- ▶ Any cards that are placed on THESEUS by using communications relays or control rooms are placed face up.

USE DATA PACKETS

During any phase, players may spend cards with the data packet symbol on them to reveal a number of cards equal to the number of data packet symbols. This will give the players additional information about the rotation of the Hive and the patrol route of its guards.



- ▶ Spent cards are sent to the discard pile.
- ▶ Cards on THESEUS revealed this way are always revealed from top to bottom, left to right.
- ▶ This can be done from any room, and does not cost an action.
- ▶ During Phase 1, data packets may also be discarded to reroll a die. The Daedalus Sentence App can be used for re-rolls. Simply click on the die you want to reroll.
 - There is no limit to the number of data packets that may be discarded, and each discarded data packet allows the players to reroll one die.
 - The players may see the result of a reroll before committing more data packets, and the players are not required to reroll more than one die if discarding a card with more than one data packet.
- ▶ Data packets last for the entire phase on which they were played, meaning that if a card with multiple data packets was only partially used, players may use the remaining packets later in that phase.
- ▶ Packets left over from card reveals may be used to reroll dice, or vice versa.

Difficulty Enhancer #2 - Cloud Disabled

Although the Loctae are generally disdainful of human "technology", they immediately recognized the danger of allowing humans to share visual and sensory data with one another via popular Omni-communication implants. Instead of cutting the implants out of the human carriers, the Loctae deemed it sufficient to cripple the network of servers that synced the implants together. Without the network, the implants are little more than walkie-talkies.

Instead of placing drawn cards face up where other players can see them, each player must keep their cards hidden in hand. Players may speak with one another about what cards they have.

This difficulty enhancer is only recommended in conjunction with difficulty enhancers 3, 4, or 6, which limit the amount of time the players have. Effective communication becomes vital!

Difficulty Enhancer #3 – Repairs Imminent

The damage from the asteroid has crippled the Hive's security, but it won't be long before the station's engineers get things functioning again. Once full power is restored, all chance of escape is lost.

Not recommended for mixed teams of experienced and new players

Before starting the game set a one-hour timer. Players may also use The Daedalus Sentence App. In the App, select the "Repairs Imminent" option.

Start the timer before your team makes its first move. Your entire team must escape before the hour is up!

Difficulty Enhancer #4 – Emergency Protocols

The Loctae in charge of engineering the Hive had the foresight to equip the station with an advanced AI capable of continuously rerouting energy in the case of catastrophic power loss. As it supplies bursts of power to life-support, communications, engines, and maintenance, the AI must still drop power to the Automated Security Systems momentarily. The intervals are inconsistent, but THESEUS will run projections on the station's power needs and provide estimates for when power will be returning to the security system.

At the start of every Player Planning phase, roll the Variable Timer die, to determine how much time the players will be allotted for the next phase and then set a digital timer according to the time shown on the die (we suggest a cell phone alarm). Players may also use The Daedalus Sentence App. In the App, select the "Emergency Protocols" option.

- ▶ Any unused actions are discarded.

SILENCE REQUIREMENTS

- ▶ Players may only speak to one another in Phases 2 and 3.
- ▶ They may not speak to one another in Phase 1 after the new cards have been laid on to the THESEUS board.
- ▶ The players may choose to start Phase 2 immediately after Phase 1, or take a few silent moments to think about their actions before starting the timer.

For an extreme challenge, players may agree to also prohibit conversation during Phase 3, giving very little time for team planning!

- ▶ If this option is chosen, players may only communicate with one another during Phase 2 while the timer is running!

Use Data Packets

Players may discard data packet cards to reroll the security die.

Please see Difficulty Enhancer #1 – Faulty Algorithm for a full explanation of Data Packets.

Difficulty Enhancer #5 – Rolling Lockdowns

The Hive's batteries are too damaged to keep security running on all the station's facilities simultaneously. An emergency algorithm has been activated to put security locks on certain ship facilities every cycle. THESEUS can detect which locations have been locked down, but is unable to decrypt the selection algorithm.

At the start of every Player Planning Phase, roll the Security die, to determine the security effect for the next phase. Players may also use The Daedalus Sentence App. In the App, select the "Rolling Lockdowns" option.

- ▶ Depending on the result, a Minotaur will spawn or one type of board function will be disabled for the current round.



Minotaur - Place one Minotaur. To determine placement location, refer to the guard placement section on p.13.



Vent Fan - Players may not use Ventilation Duct locations to move from 1 ring to another



Cards - Players may not use Research Laboratory locations to draw cards.



Walkie Talkie - Players may not use Communications Relay locations to swap cards with the lower row of the THESEUS device.



Ring Rotation - Players may not use Control Rooms locations to swap cards with the upper row of the THESEUS device.



Egg - Players may not use Hatchery locations to hide.

Use Data Packets

Players may discard data packet cards to reroll the security die.

Please see Difficulty Enhancer #1 – Faulty Algorithm for a full explanation of Data Packets.

Difficulty Enhancer #6 – Automated Security Systems

In addition to guard patrols, the Loctae have lined the corridors with security countermeasures that detect and neutralize any escaped subjects. Luckily for the prisoners, the system is power-intensive. The damage sustained to the ship's power storage facility means that the system can only operate for short bursts before it must be recharged. THESEUS is tracking the time between system activations, and the subjects should be able to use these gaps to their advantage...

Immediately before starting Phase 2, start a 25 second timer or activate the timer in the Daedalus Sentence app.

- ▶ Players must complete their actions within this time limit. Any actions points that are not used before time runs out are discarded.

Difficulty Enhancer #7: Remote Activation Signal

The Loctae have upgraded their guard activation protocol to allow for a wider range of possible activation locations. The new protocol uses a randomizer to keep intruders and escapees on their toes.

Any time players bring a new Minotaur into play due to THESEUS board activation(not from Hive tile placements), find the placement location determined by standard Minotaur placement rules and then:

- ▶ Evaluate the number and direction of the card drawn.
- ▶ Count the number of rooms from the standard placement location in the direction indicated on the card.
- ▶ If a player is in the location and not hiding, she is captured.

NOTE: Loctae Scientist Activation is not affected.



SCENARIO FOR 5-PLAYER:

ARIADNE'S THREAD

(HIVECOMMANDER VS ESCAPEES)

The Hive, a testament to the intelligence and power of the Loctae, has been compromised. A rogue asteroid has knocked the AI offline and critically damaged the station's power facilities. The Hive's security systems are underpowered, and the subject restraints have failed.

As the Alpha class closest to the incident, it falls on you to contain the situation. How the asteroid slid past the station's detection systems is a mystery, and it must remain so for now. First priority is that you get to the command hub at the center of the ship and see about resetting the AI. If you can put down a few upstart humans on the way, that would be all the better.

Ariadne's thread plays 2 to 5 people, with 1 to 4 escapees and a Hive Commander (use a Loctae Scientist pawn).

THE GAME ENDS WHEN:

- ▶ All escapees are standing on the unlocked escape pod (escapees win)
- ▶ All escapees are locked back in their cell (Hive Commander wins)
- ▶ The Hive Commander manages to reach the Loctae Spawning Chamber, where he restarts the system (Hive Commander wins)

Unlike the base game, a player may be captured an unlimited amount of times. This does not end the game!

Set Up

Set up the game for a standard play of The Daedalus Sentence, with the following exceptions:

- ▶ Before shuffling the green tiles, remove the escape pod tile and place it face up in the green ring. Place all other tiles as normal. The Hive Commander starts with one Loctae figure on the escape pod. This figure represents the Hive Commander himself.
- ▶ All humans and the Hive Commander receive two cards.
- ▶ The Hive Commander places a number of Minotaurs equal to the number of prisoners. She may place the Minotaurs anywhere in the yellow, red, or green rings. The tiles where these Minotaurs are placed are flipped to the discovered side.
- ▶ Do not use any difficulty enhancers.
- ▶ Do not place the character tokens on the THESEUS board. Character penalties will not be used.
- ▶ Do not use the guard patrol row of the THESEUS board.

GAMEPLAY

Each round is divided into 3 phases:

1. Human actions
2. Hive Commander actions
3. THESEUS actions

1. Human Phase:

The same rules as the base game apply, with the following exceptions:

- ▶ Human players do not use their character's special ability or receive a penalty when captured.
- ▶ All escapees have 5 actions per round, regardless of player number.
- ▶ Players may only draw cards in research laboratories, and only receive one card per action.
- ▶ All players must hold their hand of cards secret from the other players. Players may say anything they wish about their cards, but may not show their cards to other players.
- ▶ Playing a Minotaur card eliminates all Minotaurs in the same room.
- ▶ When a human player discovers a room with a guard icon, he receives a card from the deck. No guard is spawned on the tile.

CONTROL MINOTAUR

In a room with a communications relay, a human player may spend one action to control a Minotaur with a rotation card (you cannot use guard cards). The player may choose any of the Minotaurs in the ring matching the color on the played card. You cannot control Loctae Scientists.

- ▶ With this Minotaur, the player performs a number of actions less than or equal to the number on the card. The Minotaur may perform the following actions: move, discover, kill other Minotaurs (including himself), obtain gate code, break gate code/open gate, manipulate hive rotation.
- ▶ Controlled Minotaurs may not move into unexplored rooms. They must explore first.
 - When the guard discovers a room with a guard icon, the player receives a card from the deck.
- ▶ While controlling a Minotaur, the player controlling the Minotaur may play a guard card to eliminate all the Minotaurs in the controlled Minotaur's room, including the controlled Minotaur itself!
- ▶ When playing a special rotation card in a communications relay, the player may control one Minotaur per ring for a number of actions equal to the number on the card.
- ▶ Minotaurs cannot be moved between rings.
- ▶ Controlling a Minotaur in a ring that has not been reached by humans does not raise the alert level.
- ▶ When done, discard the rotation card.

2. Hive Commander Phase:

The Hive Commander starts on the outer gate tile and has to work his way to the center of the station. He will need to discover rooms, activate new Minotaurs and control them.

In the beginning of each Hive Commander phase, the Hive Commander receives cards from the deck equal to the alert level (so if the alert level token is on the third column, the Hive Commander receives 3 cards). The Hive Commander has a maximum hand size of 4 cards. Like human players, the Hive Commander may hold more than his hand maximum during his phase, but he must discard down to 4 at the end of the Hive Commander Phase.

The Hive Commander does not have a set amount of actions. She will take actions until she passes her turn. To take actions in a turn, the Hive Commander must play cards. Depending on the card, the Hive Commander gains various abilities:

Minotaur Card

- ▶ Spawn a Minotaur using base game spawning rules. If the tile is undiscovered, discover the tile first - OR -
- ▶ Grant two actions to any Loctae Scientists or Minotaurs on the board, dividing as you wish.

Loctae Card

- ▶ Call in reinforcements and spawn a Loctae Scientist at the escape pod - OR -
- ▶ Grant three actions to any Loctae Scientists or Minotaurs on the board, dividing as you wish.

Standard Rotation Card

- ▶ Rotate a ring of the Hive, using normal rotation rules to determine the ring, number, and direction. You must have a Loctae on the board to do this - OR -
- ▶ Grant actions to any Loctae Scientists or Minotaurs on the matching color ring equal to the number on the card. If the Hive Commander uses a card to activate a Loctae, the Loctae must start the activation on the color indicated on the card. He may move the Loctae into other color rings during the activation.

Special Rotation Card

- ▶ Rotate the rings of the Hive, using normal rotation rules for special rotation. You must have a Loctae on the board to do this - OR -
- ▶ Grant actions equal to the number on the card to any Loctae Scientists or Minotaurs on each ring. For example, playing a white "2" card would allow the Hive Commander to take two actions in each the blue, yellow, red, and green rings. Loctae may only be activated as part of one ring's activation - Loctae that are moved into a new ring cannot be activated again as part of their new ring's activation.

When the Hive Commander uses a card to grant actions, he may take any of the following actions:

Move

- ▶ If a move brings a guard into the same room as one or more human players, all human players in the room are sent directly to their cells. The Hive Commander takes all cards from the captured players. Minotaurs capturing a player are removed from the board, but Loctae capturing a player are not removed.
- ▶ Minotaurs may never move between rings. Loctae may do so.
- ▶ Loctae cannot move through ventilation ducts.

Discover

- ▶ For each guard icon the Hive Commander uncovers using a Discover action, she may either place the depicted unit(s) on the discovered tile or draw a card.

Draw

- ▶ Draw one card from a research laboratory

Swap cards

- ▶ Swap cards with the THESEUS board (using a control room)

The Hive Commander may choose to completely skip his turn and draw 2 cards.

Example of a Hive Commander phase:

- ▶ The Hive Commander has one card: a red 1 (1)
- ▶ As the alert level is on 2, he receives two additional cards: a green 2 and yellow 3 (1 2 3)
- ▶ There are 2 Minotaurs in the yellow ring and the Hive Commander in the green ring.
- ▶ He uses the "yellow 3" card to grant 3 actions to the Minotaurs in the yellow ring. He moves one Minotaur to the next room with a research laboratory and uses the 2nd action to retrieve a card from the research laboratory. It's a red 2. (1 2 2)
- ▶ He uses his 3rd action in the yellow ring to have the other Minotaur discover a new room. This room has a Minotaur icon on the floor. The Hive Commander chooses to receive an additional card instead of spawning a Minotaur. He receives a Minotaur card (1 2 2 ☹)
- ▶ Now the green 2 is played to move the Hive Commander (who is in the green ring) through the gate into the red ring. With his second action he discovers an adjacent room. This tile has two Minotaur icons. The Hive Commander chooses to receive one card and to spawn one Minotaur there. The card he receives, a blue 2 (1 2 2 ☹)

- ▶ The Hive Commander now uses the blue card to rotate the blue ring 2 rooms counterclockwise (as is depicted on the card). He does this to separate the humans (one was still in the blue ring, while two had entered the red ring). It also lines up the prisoner on the blue ring with the blue Minotaur spawning location. (1 2 ☹)
- ▶ The Hive Commander now spawns an additional Minotaur by playing the Minotaur card. He pulls a card from the deck to determine spawning location. A yellow 2 is picked from the deck, and a Minotaur is spawned on the yellow spawning point. (1 2)
- ▶ With the red 2, the Hive Commander moves himself one room and discovers an adjacent room. (1)
- ▶ The Hive Commander decides to end his turn here and keep his remaining card.

3. THESEUS Phase:

Activate THESEUS as described in the base game, but only use the Hive rotation row. After activating, slide the remaining cards to the left and refill the top row of the board with face-up cards.

Happy escaping!

The Eagle-Gryphon Games Team and Cripplefish Games

CREDITS

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*We'd like to thank Ronald from www.highqualitytextures.com
for letting us use some of their textures in creating the designs.*



DETAILED PLAY SUMMARY

SET UP

- ▶ Give each player a Character Figure, Character Placard, Character Token, Action Tokens.
- ▶ Set up the Hive Prison and THESEUS
- ▶ Each Player Draws 2 Cards

ROUND SUMMARY

Each round consists of **3 phases**

Phase 1: Update THESEUS and Player Planning - THESEUS calculates the next Hive Rotations and Guard Patrols

- ▶ Update THESEUS and the board for the coming round (skip this step first round)
- ▶ Players may now plan their actions for the following phase.

Phase 2: Player Actions - During the escape phase, all players perform their actions simultaneously

- ▶ **Take Action Tokens as determined by player count**
- ▶ **General Actions:**
 - ▶ Discover an adjacent room
 - Flip over the tile and place any guards that spawn
 - ▶ Move to an adjacent discovered room
 - ▶ Pass a card to another player in the same location
 - ▶ Eliminate an adjacent guard
 - Eliminate a Minotaur with 1 Minotaur card or 3 with 1 Loctae card
 - Eliminate a Loctae Scientist with 3 Minotaur cards or with 1 Loctae Scientist card
 - ▶ Draw a card (costs 2 actions)
- ▶ **Location Specific Actions**
 - ▶ Ventilation Duct: Climb through ventilation duct to a discovered room
 - ▶ Gate Room: Obtain a gate code
 - Flip a number of cards equal to the number on the gate
 - ▶ Gate Room: Break a gate code / Open gate
 - Play matching cards on to the cards flipped for the gate code
 - Move the matching Gate Token to the Gate Room location tile and flip it to the OPEN side.
 - Raise alert level if first gate opened to new ring
 - ▶ Research Laboratory: Draw 2 cards
 - ▶ Hatchery: Hide
 - Cannot be captured by enemy pawns
 - ▶ Control Room: Manipulate Hive rotation
 - Replace 1 card on the top row of THESEUS with a card in your hand
 - ▶ Communications Relay: Manipulate guard patrol
 - Replace 1 card on the bottom row of THESEUS with a card in your hand

- ▶ Adjacent to a cell: Free a contained prisoner
 - Freed prisoner gets full actions
 - Remove the freed character's token from the THESEUS Board.

Phase 3: HIVE Prison Actions - the Hive Prison rings rotate and Guards patrol possibly capturing you or your teammates!

- ▶ THESEUS ACTIVATION: Activate cards on THESEUS, alternating between Hive rotations and guard patrols, until the alert level is reached.
- ▶ 3 or more Minotaurs on the same space merge into one Loctae Scientist
- ▶ Any guards that patrol over unhidden players will capture that player
- ▶ Loctae Scientists will move with each Patrol Card and can pass freely through Gates.

CAPTURED

- ▶ If this is a player's first capture, flip the character token on THESEUS and activate the penalty. Move the character to their cell. The captured player loses all cards.
- ▶ If this is a player's second capture, the game is lost!

GAME END

- ▶ Win the game by having **all players** escape through the Escape Pod on the green ring.
- ▶ Lose if all players are captured or if one player is captured twice.

CHARACTERS REFERENCE

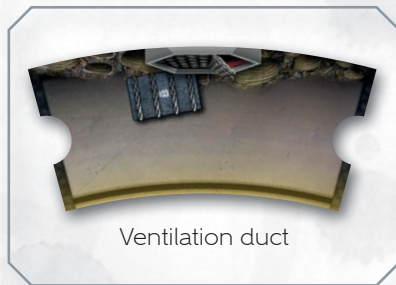
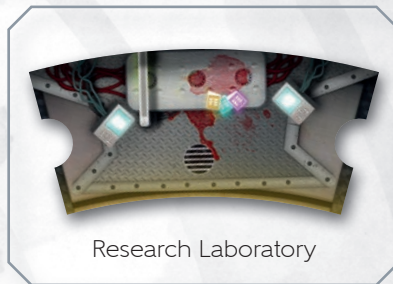


- ▶ Clay is able to eliminate up to three Minotaurs in adjacent rooms with a single Minotaur card. He may also eliminate Loctae Scientists using only a single Minotaur card.
- ▶ **While Clay is captured, the Hive spawns one additional Minotaur at the start of every Planning phase. Spawn this Minotaur as if it were the result of a card on the THESEUS board.**



- ▶ Audrey may move up to two tiles for every action spent on a basic move action, using standard movement rules. If she elects to move only one tile with an action, the other move is lost and may not be used later. This ability cannot be used when passing through vents.
- ▶ **While Audrey is captured, players cannot activate the control room location to manipulate Hive rotation**

ROOMS & ICONS OVERVIEW



ICONS



Gate Token and # of Cards to Unlock Gate



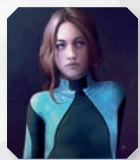
Loctae Scientist spawning place



Minotaur spawning place



Randomizer Symbol



(the top row of the THESEUS board).

- ▶ Jamie may discover rooms through ventilation ducts. The discovered room must be connected to Jamie's current room by a vent. Jamie may move into rings that no gate is open to, and this does not cause the alert level to rise. The alert level will rise when a gate is opened to this ring. Jamie is unable to kill guards through a vent.
- ▶ **While Jamie is captured, players cannot move through the Hive's ventilation ducts.**



- ▶ Baxter's maximum hand size is two larger than the maximum for other characters.
- ▶ **While Baxter is captured, players cannot activate the research laboratory location to collect two cards. They may still spend**



two actions to collect one card in any room.

- ▶ Morrow may move past guards and may also move on undiscovered tiles. Morrow may discover adjacent tiles even when standing on an undiscovered tile. Guards that start or move onto the tile that Morrow is on will capture Morrow.
- ▶ **While Morrow is captured, players cannot activate the communications relay locations to manipulate the Hive's guard rotations (the bottom row of the THESEUS board).**

