

D-7EC7

A Game of Drones

by Talen Lee

CREDITS

Game, Rulebook, Art: Talen Lee

Creative Commons Resources:

Carl Olsen, Delapouite, John Redman, Lorc, Lord Berandas,
Priorblue, Sbed, Viscious Speed & Willdabeast, via
www.game-icons.net

SPECIAL THANKS

To Librus, Rachel, and John, who are gay, for robots, and gay
for robots

To Æryn, for logical space reasoning

To Fox and Elli, for walks and talks



Sometimes a perfectly good plan goes wrong, and you need solutions. 'Wrong' can mean a lot of things – In this case, it means our floating sea palace of millionaire condo city-state sunk into the ocean and now nobody can get in there.

*Well, at least, nobody with, like, **meat** as their body. Fortunately, we have alternatives. Since the city technically still **exists**, even if nobody lives there and nobody **can** live there and the current mayor is a school of fish, it's **still** a location that's outside of certain legal trade boundaries.*

*So here's us: We pay people to pilot drones to conduct transactions so they legally happen **down there**. But there's also a healthy trade in making sure those transactions **don't happen**. That means we got to be **sneaky** about it.*

ACCESS

D-7EC7 is a game where players need to be able to look at the cards used to play the game. These cards have pathways on them that players need to be able to keep in spatial relationship to one another. Players need to be able to see them, and need to be okay with other players touching the cards. It's also a hidden movement game: Players need to have a way to keep their notepaper hidden from everyone else without feeling uncomfortable.

And always: **Remember to respect the players and their needs.**

COMPONENTS

In your copy of *D-7EC7*, you should have the following:

- 16 floor Cards
- 2 Quick Reference Cards

In order for everyone to play, each player needs a means to take notes, like a pen or pencil and some paper. You can print out sheets that came with your copy of the game, if you'd like.

HOW TO PLAY

D-7EC7 is a game about extralegal exchanges between robot drones, and attempts to thwart them in a skyscraper sunk deep beneath the waves of an uncaring ocean.

D-7EC7 is a hidden movement game. Unlike other games where you may track your movement on a board with an object like a marker or some sort of silly hat, in *D-7EC7*, each player has a piece of paper to track their own movements, and they write them down, in order.

With your copy of *D-7EC7*, you should have a pdf link to a printable sheet to make tracking these movements easier.

You check these sheets at the end of the game to see if they properly track movements, and can move paths naturally from where the drone starts to where the drone ended. If errors were made, these are *glitches* – points where the drone reported incorrect information about walls, or its own position. Depending on how challenging you want the game to be, you can allow players *three, two, one* or *no* glitches. A player who has more glitches than the game allows can't win the game.

SIMPLE SETUP

Choose each of a *Security* card, a *Delivery* card and a *Pickup* card at random, then shuffle them and distribute them to each player, at random.

Each players then writes down on their secret sheets what their card was, and the room number they want to start in on that card. You can't choose to start in a room with a *camera* in it or a *elevator* in it.

Once you've written your choices and card down, each player returns those cards together, face down, and shuffles them up, arranging each card face-down in a row. Once they're arranged, flip them face-up. These cards then become, from left to right, A, B, and C. It doesn't matter in which order

they're known – just that everyone can agree that A1 refers to the same room for everyone. Each player then notes their first room on their sheet, with the format of *floor-room*.

Example: If you wrote room 1 on your sheet, and after the shuffling, that card wound up in the middle, it becomes floor B. Since your card's floor is B, your starting room becomes B1.

PLAY

On your turn, each player acts at the same time, writing down what they do. When everyone's committed to their action, people announce what they did:

Move To move, you choose another room connected to the room you're in. That's the new location for your drone, next turn. When you announce moving, you simply say 'I moved.' You don't need to tell people where or how or if you used an elevator.

Ping To *ping*, you write down 'ping,' on this turn's action. Then once everyone's written down their actions, announce to the table the room you're in and that you're pinging. This gives your position away.

If you're a Delivery drone, and you ping in the same room as a Retrieval drone, on the same turn, you have successfully transmitted data, and win the game.

EM Ping If you're a Security drone, once per game, you can do an *EMPing*. EM pings disable any

drone in the room you're in *and each connected room* for one turn.

Announce you're doing an EM Ping, and what room you're in when you do it. Each other player has to announce whether or not it hits them.


Be careful! Security Drones are the only ones who can EM Ping, so if you do an EM Ping – well, you've told everyone who you are!

Attack If you're a security drone, you can *attack* a drone in your current room or an adjacent one: You announce you're attacking a room and what drone you're targeting. If you choose the wrong drone or the wrong room, nothing happens.


Your drones aren't able to keep going forever. They need to be recharged or they run out of power. It's okay to ditch them down there, if they achieve their goal, but you do have a limited number of actions before your drone fails!

Each player has 20 turns to achieve their goal in total. If nobody's successfully achieved a goal in those 20 turns, the game ends and nobody wins.

ROOM FEATURES

Cameras are represented by this symbol: . Any time you enter a room that's got a camera in it, you have to tell people

that that's where you are – the cameras are sharing data so broadly *everyone* receives it.

Elevators are represented by this symbol: . Elevators let you travel from that room to nearest room on the floor nearest to your current card with an elevator in it.

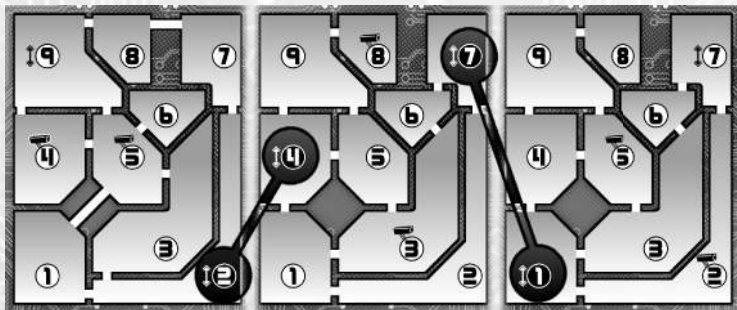
WINNING

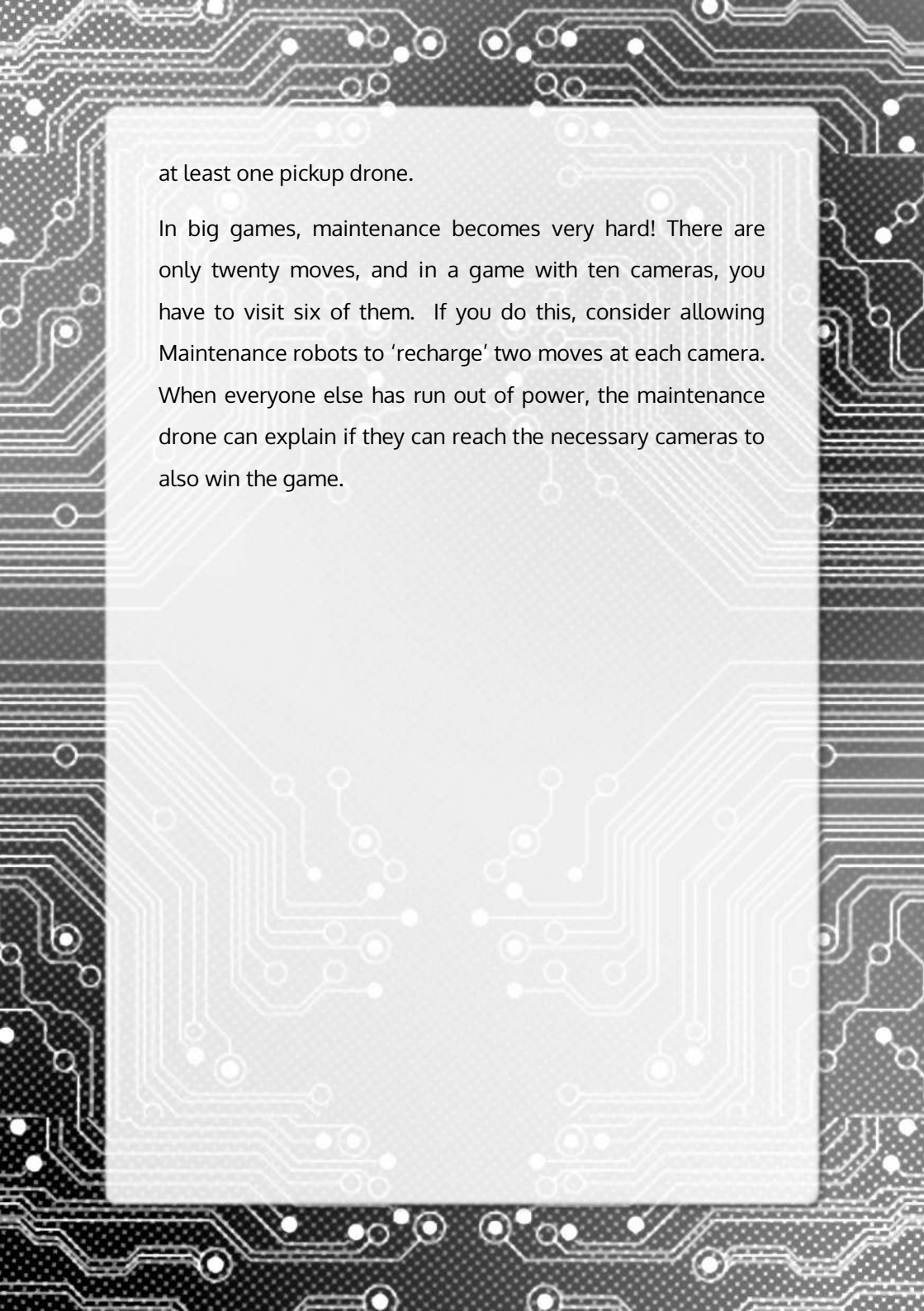
The game ends whenever a player achieves their goal. Then, players check their paths, to see if anyone has too many Glitches. If a player successfully achieved their goal *and* didn't have too many glitches, that player wins the game!

ADDING PLAYERS

The game starts with room for three players, but you can add a fourth or fifth player, just by adding more floors. Try to make sure that there's always at least one delivery drone and

How elevators connect floors





at least one pickup drone.

In big games, maintenance becomes very hard! There are only twenty moves, and in a game with ten cameras, you have to visit six of them. If you do this, consider allowing Maintenance robots to 'recharge' two moves at each camera. When everyone else has run out of power, the maintenance drone can explain if they can reach the necessary cameras to also win the game.

