TRAGEDY RULES MANUAL

Lewis Page

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TRAGEDY

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Introduction

Can you save the employees from their office; imminently abouts to crumble?

Build their office from ground up: assuring that it's as safe, and efficient as possible.

Decide the fate of their office: rolling the death dice to find out how their office is going to crumble, or if the emergency services can reach you in time.

Can you manoeuvre your confused and fearful office workers out of the building, and assist the emergency services to their destination? Or will your office workers find the window the only way out? Play this action-packed game to find out!

Basic Information

- 1-4 players
- Rated 12+
- The goal is to get 75% of the employees out of the office, successfully
- 30 minutes long

Components
Tiles:

- 16 Offices
- 6 Common Rooms
- 4 Toilets
- 2 Generator Rooms

- 1 Water Pump
- 2 Entrances
- 3 Elevators
- 3 Staircases
- 1 Flag

Walls:

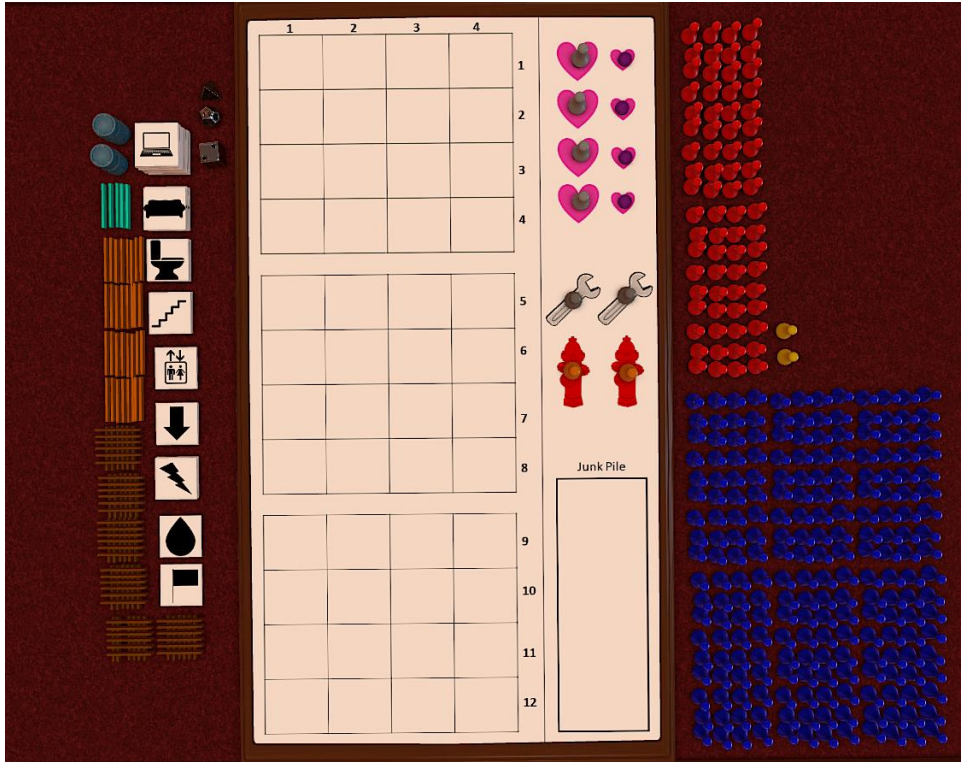- 72 Walls
- 32 Doors
- 5 Windows

Counters:

- 16 Sprinklers
- 144 Floods
- 48 Fires
- 2 Broken Down Tokens
- 4 Office Workers
- 2 Plumbers
- 2 Firemen
- 8 Lives

Miscellaneous:

- 1 Death Dice (6-sided)
- 1 12-Sided Die
- 1 4-Sided Die
- 1 Game Board

Setup

*The game does not look like this; this is just a representation. In addition, there are more counters than needed, as well. Every component is sized up to make the image easier to understand. There is a life underneath every employee.

The game should originally be laid out like on the photo. The doors (orange sticks), the flood counters (blue counters), the

fire counters (red counters) and the walls (brown sticks) don't have to be laid out- they can stay in the box, however, make sure that every component is still accessible.

The Building Phase

At the start of the game, you need to complete the building phase. In this phase you need to build your office from ground up. Doing this can be split into 3 stages:

- Tile Placement
- Wall and Sprinkler Population
- Employee Placement

Tile Placement, Floors and Tile Abilities

Firstly, you need to place down your tiles onto the game board. However, before we can start placing down these tiles, we need to understand how the board is laid out.

The board has 48 squares, where you are supposed to place tiles. These 48 squares are split into 3 floors, represented by the spaces in-between y = 4; y = 5 and y = 8; y= 9. This creates 16-tile floors.

Next, we need to understand the **rules of placement**:

1) Elevators and stairs must be all "on top of each other" on the board (have the same coordinates in their respected floors), like in real life. an example of this is underneath:
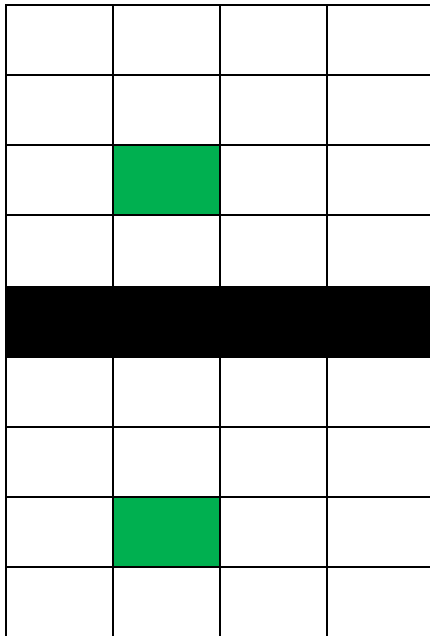
One staircase/elevator is on 2,3 and the other is on 2,7. The black represents the empty space between the floors.

2) Entrances must be placed on the edge of the bottom floor of the board (Y of 9 or above):
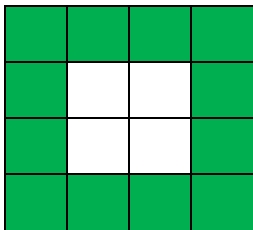
The green represents where you are allowed to place the entrances

3) <u>EVERY TILE MUST BE PLACED SOMEWHERE ON THE BOARD!</u>

Now we are able to place down the tiles! Place all of your tiles down onto the board, following the rules above.

Wall and Sprinkler Population

Now we have to construct rooms out of the tiles, which we've now placed. We will achieve this by placing down walls and doors, to separate the different areas. Each room that you make must be a square or a rectangle and it must be able to access every other room on the floor. In addition to this, each room must have at least 1 tile inside of it, **unless if a flag is adjacent to the room**.

Next, we should place down the windows. Windows are only allowed to be placed on the exterior of the floors; that's the only rule!

Finally, we should place down the sprinklers. Sprinklers can go on any square, and as many as you like can go on any square!
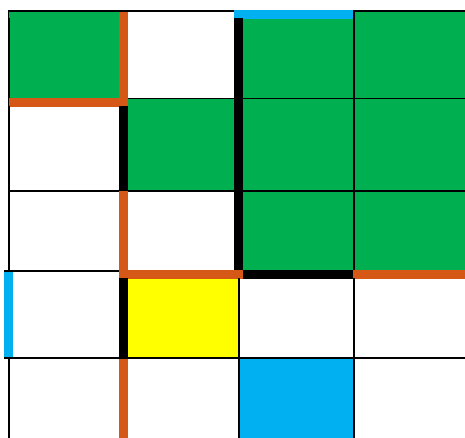
Key:

Green = Tile

Yellow = Flag Tile

White = No Tile

Blue = Sprinkler

Orange Line = Door

Thick Black Line = wall

Blue Line: Window

Here is an example of a model floor:

- A room can have as many tiles as you like in them, providing that there aren't 0 tiles in the room, unless if there's a flag next to the room, in any direction
- All rooms are accessible in some way to the rest of the rooms
- All rooms are squares, or rectangles
- No walls are on the exterior of the floor (it's futile)
- The Windows are only on the exterior of the floor

Employee Placement

Your Employees are the white counters:

- One must be placed on the top floor, on the furthest tile from the staircase and the elevator
- 2 must be placed on the middle floor, on the first and second furthest tiles from the staircase and the elevator.
- One must be placed on the bottom floor, on the furthest tile away from any entrance.

The Core Game Loop

After you finish building your office, you need to begin the core game loop. Firstly, you need to perform the Disaster's

turn. After that, you need to perform your employees and the emergency services turn. After you complete the 2 turns, you repeat the cycle over again.

The Disaster's turn

To start off the disasters turn, you need to roll the Death Dice- if you roll a 1,3 or 5, you need to place down a fire somewhere on the board. To decide this, you need to roll the 4-sided and the 12-sided dice. The 4-sided dice's score represents the x axis and the 12-sided dice represents the y axis. If the square already is on fire, do nothing. Else, Place a fire counter on that coordinate. If that coordinate has a flood counter or a sprinkler on it, immediately remove the fire counter. If the tile had a sprinkler on it, remove one of the sprinklers off of the tile.

If you roll a 2 or a 4, you need to place down a flood somewhere on the board. To decide this, you need to roll the 4-sided and the 12-sided dice. The 4-sided dice's score represents the x axis and the 12-sided dice represents the y axis. If the tile is already flooded, do nothing. Unlike fires, when a flood starts, it spreads across the entire room: place a flood counter on every square in that room! Each toilet should be treated as standalone rooms for floods, even if they're in the same room!

If you roll a 6, emergency services will be called, place either a Plumber or a fireman onto one of the entrances.

Now we have to spread the fires in the office- each fire will spread left, right, up and down on that turn. When spreading a fire, make sure that there isn't a wall (not a door) blocking the fire's access to the next square, if there is, put the wall in the junk pile, instead of letting the fire spread to the next square along. Now the rooms on either side of the wall are now classed as 1 room. Else, put a fire counter onto the square you're spreading to. If an elevator is on fire, every elevator tile will light on fire, place a Broken-Down Token on both generator rooms. If the fire spreads to a square with a sprinkler on (or a sprinkler on or above the fire, if you're on a staircase or an elevator), remove the fire counter and 1 sprinkler. You must do this for each fire that tries spreading onto that tile, on that turn.

Next, we have to build up the water pressure in the office. Place 1 more flood counter on every square, containing a flood counter currently. If the room's layout has changed since last turn, place a flood counter on every new tile in the room. If a square has 3 flood counters currently in it, you shouldn't place any more flood counters in the square, instead if there is a door next to the flooded square, and the room on the other side of it isn't flooded yet, you should reduce the water counters on that square to 1, and place a flood counter on every square in the room it's connected to. If a flood reaches an elevator, put a broken-down token on one of the generator rooms, if possible. If the flood reaches the staircase, all staircases **underneath** the current

one will also be flooded, including the staircase's room! If a flood is on the same square as a fire, remove the fire.
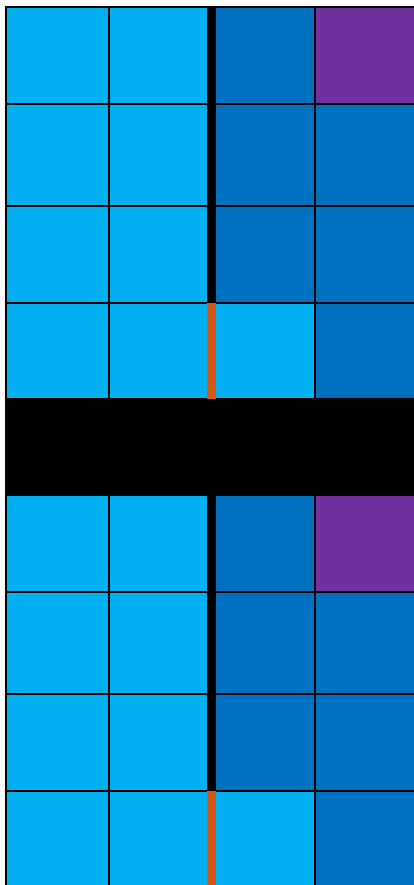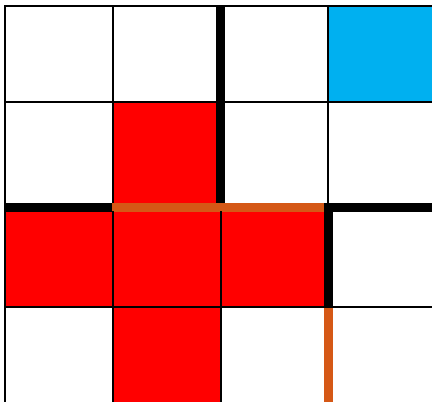

Key:

- Light Blue = 1 Flood Counter
- Dark Blue = 2 Flood Counters
- Purple = Flooded Staircase
- Thick Black Line = Wall
- Orange Line = Door
- Black = Space Between Floors

This demonstrates a flood, that's been happening for 3 turns. The water has spread down the staircase, and now into all rooms!
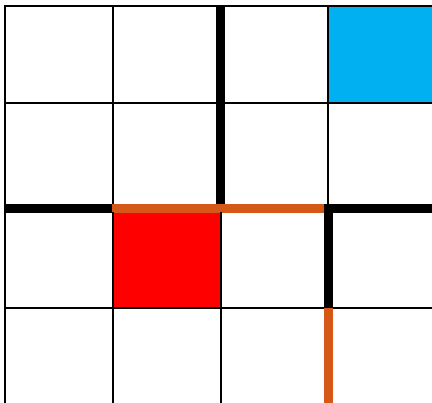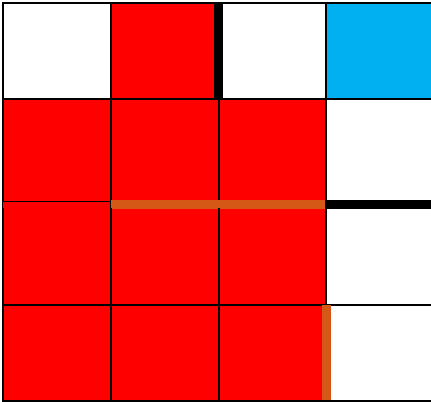
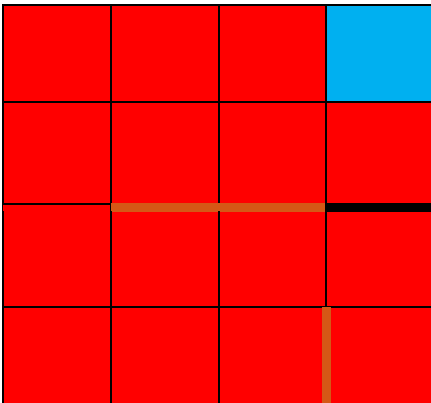The fire originally started like this.

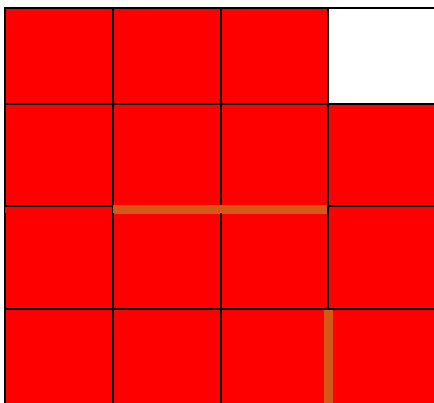The blue represents 2 sprinklers.

Next, the fire spread like this!

After that, the fire broke through some walls, and carried on spreading


This is what it'll look like, next.

Next, the 2 fires surrounding the sprinklers will reduce the number of sprinklers to 0, ready for the fire to spread next turn!

Generator Explosions

If a flood touches a generator room, whatsoever, it'll go boom. When this happens, all floods; tiles; walls; doors; employees and emergency services will be destroyed in a 3x3 radius, where the generator is anchored to the side that'll cause the most damage (emergency services will be put back where they came from and employees will **die**). With the rest of the items in that list, they should all be put in the junk pile- never to be used in this game again. Any rooms which now inter-connect are now classified as one room. Assure that all water, on that floor, has spread throughout its entire room.
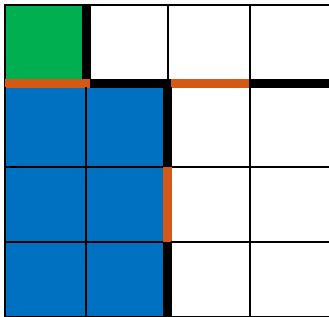
The turn before:

- Dark blue = 2 flood counters
- Green = generator room
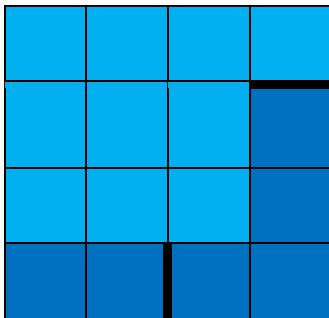
The turn of the explosion

Employee Death

If a fire, or 3 flood counters, is on top of an Employee, put them back on their original starting position, and get rid of a life from the board. If 4 (or more) lives have been lost, so far, put the Employee in the junk pile- they're as dead as a doornail! If they immediately die on their spawn point (or are trapped on their floor, with no windows), the game is lost. Alternatively, if there are no employees left on the board, the game is lost.

Your Turn

During your turn, you must instruct what all Emergency Services and Employees should do, each player controls their own piece, or multiple pieces, if there are less than 4 players present or emergency services are in the office.

- Employees have 1 action per turn
- Firemen have 4 actions per turn
- Plumbers have 2 actions per turn

Movement

Universally, every person can move 1 square, as an action. They may move in all 8 directions, unless if they're going through a door, then they have to move straight through the door. They may not move through walls. If they are on a common room, they can teleport to any other common room in the room
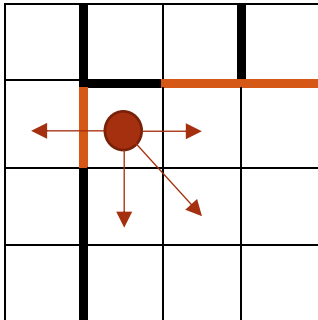
Staircases and Elevators

Universally, every person can move down/up a staircase, as 2 actions. You may only move up/down 1 story when using this

action. Alternatively, you can move the person in between the two staircases (in the empty space), for 1 action. Your next action, on the next turn or on this turn must be spent climbing the staircase to the next story. If an employee is in between the staircases, they are vulnerable to what's on both staircases!
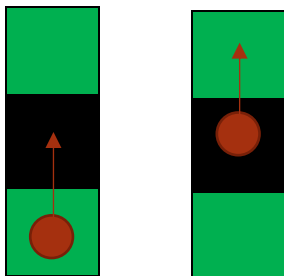
Elevators can be used for 1 action to immediately travel down 1 floor. **If both generators have broken-down tokens on them, you may not use the elevator!**

Employee Specific Actions

Window Jumping

If an employee is directly next to (left, right, above; below) the window, they may jump. This costs one action. Roll the Death Dice, if 1, the employee goes splat, and into the junk pile. You also will lose 1 life. If you roll a 2, 3, 4 or 5, the employee dies; if you roll a 6, however, the employee escapes: put him back on a heart, on the board.

Escaping

If the employee is on top of an entrance tile, they may spend an action to escape. Put the employee on one of the hearts, on the board. He is now safe. **If 75% employees escape, you win! If all of the employees' escape, you are truly a victor!**

Plumber Specific Actions
Clear Water

A Plumber is able to spend an action to clear an **entire room** from water, providing that no square in that room has 3 flood counters on it.

Fix Pump

A Plumber is also able to spend an action fixing the pump, providing that the plumber is on the Water Pump tile. If this ability is used, remove the plumber from the office, and put him on his designated plumber location (where you originally placed him). Roll the Death Dice, if the die shows a 6, clear 2 flood counters from **every square in the office**. Else, only remove 1 flood counter.

Fireman Specific Actions
Hose Down Square

A fireman can spend an action, getting rid of a fire from any square, in which he could walk into on this action.

Glossary and Iconography

X: refers to the X-Axis of a graph, horizontal; left and right

Y: refers to the Y-Axis of a graph, vertical; left and right