

## *ESCAPE FROM ZYZZIVARIA*

### A Sample Game (Part 1 of 4)

Our four intrepid players and one gutless kibbitzer sit down to play. Andrew is sitting on the south side of the board (closest to Harvoid), Bogart on the west side (closest to the Immunity Zone), Claude on the north side, and Dustin on the east side. Andrew most looks like an alien, so he'll start.

**Andrew** I choose six consecutive spaces on the Wheel of Death. At one end is an image of something with a leaf or leaves, and at the other end is an image of something with a leaf or leaves.

**Claude** Let's roll...hmmm...three different odd numbers. I'll move one of the pawns that's closest to me, and collect 5DB. That'll leave the pawn on Nadeht.

**Bogart** I choose six consecutive spaces on the Wheel of Death. Three show images that can be orally consumed.

**Dustin** My turn. I've rolled...the same three numbers that are now on the north sides of the three different pawns you guys have moved. I can move a pawn so that I collect 9DB. I'll do that.

**Claude** I choose six consecutive spaces on the Wheel of Death. At one end is an image of a something related to an animal, and at the other a pair of something.

**Kibbitzer** Ah, Claude, excellent implementation of the **Paladin Deception**. I'd score that a 7.9.

**Dustin** I choose six consecutive spaces on the Wheel of Death. At one end is an image that includes a feather or feathers, and at the other end is a space that includes a gerund. Interesting, there are no overlaps at all.

**Andrew** I'll play a card...and now I'll roll. Three consecutive numbers. I'll hit Exoplanet and pick up 1DB, and then also jump into an escape pod. My momentum moves the pod, but not far enough to reverse the game. At least it's still a nice straight shot to Sector D.

**Kibbitzer** Okay guys, let's play...I'll deal the cards...

**Bogart** I'm rolling. I rolled...three different odd primes. I'll move twice to collect 7DB, and then...uh-oh. Well, I guess I'll move this way, which forces me to spin the Wheel of Death. I land on...Mobidulae! That puts my pawn exactly one square north of another pawn.

**Andrew** Dude, you gave me two cards that start with the same letter! That's bad luck!

**Bogart** I'm pretty sure it's more bad luck to get two cards that do the exact opposite of one another.

**Claude** I know for a fact it's staggeringly bad luck to have just two cards, but eight heads showing.

**Claude** Lucky you. Huh, we've got to advance the Moon Counter all the way to Last Quarter because I just rolled triples...of an even number to boot. I'll go north to one of the stellar objects Bogart just landed on, and my move will end up in an escape pod.

**Dustin** At least you have heads on yours...mine don't show any organic creature...living or dead.

**Andrew** I'll go first...I rolled a 2, a 3, and a 5! I can hit three stellar objects on this turn...hmmm...I'll go with the pawn that would give me the most money...your turn.

**Dustin** I can't believe I have fewer dollarbucks than anyone else...let's roll. Yes! I can make 12DB, and leave a pawn on the Oort Cloud. Take that...I'm tied for the most dollarbucks!

**Bogart** I'll go next...3, 3, 2. Damn doubles. Moon Counter's now on French Quarter. I'll move east, south, then west, so that I can collect 3DB. My pawn ends up in the space previously occupied by the pawn Andrew moved.

**Kibbitzer** Well done, Andrew. The **Cockatoo Punch** is truly one of the underappreciated strategies in Western play. I'd rate it a 7.5.

## *ESCAPE FROM ZYZZIVARIA*

### A Sample Game (Part 2 of 4)

Our four intrepid players and one gutless kibbitzer continue to play. Andrew is sitting on the south side of the board (closest to Harvoid), Bogart on the west side (closest to the Immunity Zone), Claude on the north side, and Dustin on the east side.

**Andrew** Okay...I rolled my dice. All right, I'll collect 2DB, then move north, and then move east to put another pawn in an escape pod. Now there are two escape pods that are adjacent to one another, but not touching Inner Zyzlvaria.

**Bogart** I'm moving an escape pod six spaces east. W00t!

**Claude** Damn...I'm playing one of my cards. I'll move the occupied escape pod that has the highest number on it. And I choose Andrew to play against. Now to roll. Funny...I rolled the same numbers Andrew did this round. I can move either of these two escape pods... I could move this one toward the open sector, but I'll move this other one in the opposite direction instead.

**Dustin** Probably a good idea, Claude, since you don't have enough for an exit visa anymore. I've rolled...three 7s. I can collect 10DB. The pawn I'm moving is now farther east than where it started.

**Kibbitzer** Bogart, that is just a horrible example of what the **Mock Playbook** looks like, and really, it only looked like that at the end of your move. A pitiful 4.8 play.

**Andrew** I'll play my only remaining card. I'll move this pod...so now I have to do this Special Zone's action. For that I'll select, of the two pawns that no one's moved this game, the one that's first alphabetically. Now to roll. I've rolled...hmmm...if I move west, then east, I'll have to spin the Wheel

of Death once for each move, but my momentum will bring my pod exactly to the open sector! First spin...Demonic Mustard...second spin...Ravenous Birds...yes! I'll pay my exit visa, and spin again...I landed on Rusty Foreman Grill! At least I earned 4DB this turn to offset the exit visa.

**Bogart** Dammit...now there are no occupied escape pods, except for those in Special Zones. I've rolled...three different perfect squares...how can I use all three dice? Ah, I'll move the pawn with the smallest number facing north into an escape pod that is not adjacent to another escape pod.

**Claude** Rolling...well, at least it wasn't triples. I need money...so let's go...yes...I can collect 5DB, and leave the pawn with a 1 facing north.

**Dustin** I'm playing one of my cards (the one with a number somewhere on it) and I'll select the pod that's closest to the southwest corner of the board. Oh, crap—I spilled Mountain Dew all over Space Dust...at least there wasn't a pawn there. I'll get a napkin as soon as I finish my turn. Okay...after rolling, I'm moving an escape pod east. For the Special Zone action, I'll select Andrew to spin the Wheel of Death on his next turn.

**Kibbitzer** Andrew, you are clearly no expert of the game, as evidence by that hideous **Death Choreography**. A 5.4 for you.

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### A Sample Game (Part 3 of 4)

Our four intrepid players and one gutless kibbitzer continue to play. Andrew is sitting on the south side of the board (closest to Harvoid), Bogart on the west side (closest to the Immunity Zone), Claude on the north side, and Dustin on the east side.

- Andrew** I'm spinning the Wheel of Death, and I land on Minor Paper Cut. Now I'll roll—wait, is this the set of dice we're supposed to be using now? Wow, cool...bam! I'm moving an escape pod 9 spaces north!
- Bogart** The Wheel lands on Mossy Fruit Basket. Let's see what I roll. Of my three dice, one die (which has the same value as one of the dice from your turn, Andrew) is the sum of the other two I rolled. After moving, I'll no longer have the least dollarbucks, and the pawn ends up on Kuiper Belt.
- Bogart** Of my two cards, I'm playing the one that has more visible weapons on it. My dice add up to the same amount yours did, Andrew! I'm moving an escape pod west 6 spaces, but not to a Special Zone.
- Claude** I'll play a card. Sector I is still open, so maybe I can maneuver an escape pod into a good position. Dang...I guess I'll move west into the Combat Simulator. Maybe I'll finally have some good luck...Dustin?
- Claude** My turn to roll...ugh...three different numbers, but the smallest total I could have. I'll go north, west, then north again and pick up 7DB.
- Dustin** Let's go...ah, you win. Okay, my turn. I'll play a card too. Ugh...the total of my dice are twice what Bogart rolled. I had a 6.3% chance of rolling that total amount. I can move an occupied escape pod two spaces south. I guess I'll do that...strange...all four active pawns in escape pods are in Special Zones whose names contain the letter on the pawn.
- Dustin** I rolled...the same thing Claude rolled last round. I want more money and I can get more money...12DB, specifically. I'll leave the pawn on the southern half of the board.
- Kibbitzer** I must say, Andrew, at the end of your move, it was quite clear we were seeing an inadequate demonstration of **Wet Metal**. I'd rank that 4.11.
- Kibbitzer** Claude, that was a very simplistic example of the **Cloverfield Defense**. Only 5.7, in my opinion.
- Andrew** Okay, let's get another pawn into an escape pod...a 5, 1, and 2...I'll just need the 5. Bogart, you should spin when your turn starts.

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### A Sample Game (Part 4 of 4)

Our four intrepid players and one gutless kibbitzer continue to play. Andrew is sitting on the south side of the board (closest to Harvoid), Bogart on the west side (closest to the Immunity Zone), Claude on the north side, and Dustin on the east side.

**Claude** I guess it's my turn now...I've rolled...three different numbers. Hmm...I can move Blastoid so that she lands exactly on Algernon's escape pod. I spin the Wheel of Death and...it's Bela Lugosi!

**Bogart** I'm playing my last card, and I'll roll. Hmmm...okay, that opens up Sector M, but no one can reach there. I guess I'll collect 10DB from one of the pawns, although now that pawn is farther away from all of the unoccupied escape pods.

**Andrew** I've rolled...1, 6, and 4. Whoop-di-doo. After what happened on Claude's turn, I refuse to do anything to spin the Wheel of Death.

**Dustin** A 10, 2, and 2...how do I use this? Oh, I see...OK, I'll move west, which forces me to spin the Wheel of Death. I land on Haunted Mirror. Now I'll move north, then west into an escape pod. A pity Sector N isn't open yet, not that it would have done me any good.

**Kibbitzer** Dustin, was that intended to resemble the **Warlord Melee** ruse at the end of your turn? If so, I think you

should restudy the strategy guide. Consider your score of 6.7 a gift.

**Claude** I've rolled...three 1s! Augh! I guess I'll move this pod so that the pawn inside remains on her Special Zone. Bummer.

**Bogart** One of my dice is a 6. I'm moving Leah north. Careful Andrew...triples ends the game.

**Andrew** I'm moving Leah east...although I could have moved her north or west.

**Dustin** I roll...triples! (Dustin drops his trousers and moons Andrew.)

**Kibbitzer** Dustin, your resplendent ass is clear indication you have performed a **Daring Peepshow**. I'd give both cheeks a 4.8.

**Claude** I guess that's it...this game is hard...we weren't able to get a single pawn out of Zyzlvaria.