



The Memory Bunker

BOARD GAME A NIERA INENDK THE MEL PRODMS

3 - 4 Players

Materials

1. 6-sided dice
2. moment projection tiles
3. item tiles

A crew of neuralinked astronauts drifts through space, their bodies in stasis, their minds aware of only each other. The computer storing their identities has failed, and they are trying to hold on to their identities by building a memory bunker - a grouping of moments where the memories of their lives can be kept safe.

They have only two channels to share these memories : speech and rudimentary projections of each moment .

Try to keep the bunker going for as long as you can. The computer may yet turn back on ... or not.

Prep (The First Telling)

1. Each player gets
 - a. 5 projection tiles
 - b. 5 point cards
 - c. 1 character piece
 - d. 1 pencil
2. Place the entrance tile in the middle of the game space.
3. Going clockwise around the group, each player uses one of their blank projection tiles to create an initial moment. (See **Projecting a Moment** to see how this is done.)
4. Each player attaches their moment to the entrance and moves their character to a tile that is not their own.

Rounds

- Rounds alternate between being either “Telling” or “Remembering”. In a **telling** round, each player projects a moment to the group and attaches it to the bunker. In a **remembering** round, each player moves their piece to a specific square of the next room and remembers it to the group by uttering the remembering phrase :
 - I remember the [object name], it was in the [room name]. [bystander name] was there.
- If they fail to remember, **penalties** are awarded as per the **Forgetting Table**.

Winning

- Whichever player has the most points once all the projection tiles have been remembered at least once has won.
- If there is a tie or no points have been deducted, players start over on another path that is not their own.

Forgetting Table

If a player’s memory of a moment is inaccurate or missing in any way, they stay in the same square for the next remembering round.

If they still cannot remember,

- **An object or bystander** : a white tile is placed on the object or bystander and they are removed from play. The player loses a point.
- **The room name** : The room itself is removed from play. The player and the player who put down the projection in the first place both lose a point.

Projecting a Moment

The astronauts are trying hard to help each other remember each moment, but there are occasionally transmission glitches in the neuralink that make the projections difficult. To aid transmission, they tell a story about the moment to the whole group when they are remembering while they project.

Moments must contain :

1. A place name (ie. "The upstairs attic")
2. n number of objects (ie. "a blender") - Objects cannot be alive.
3. n number of bystanders (ie. "Uncle Murray" or "Rutabaga the Cat") - Bystanders must be alive.

In all cases, descriptors may not be more than 3 words.

Connection Quality

Before drawing your projection, roll the dice and use the transmission strength card to determine how good the transmission is.

As their ship races through space, the astronauts are increasingly aware that this is their only chance of remembering who they are. With each round, they try to pass more of themselves to their compatriots.

Round	# of Items	# of bystanders
1	2	2
2	2	2
3	3	1
4	3	1
5	4	1

Before a projection is added to the bunker, the player writes down the details on the back. Only the author of the projection can look at these details, and once written down they cannot be changed. These details are the source of truth for this projection, and are used to judge the accuracy of remembrances.