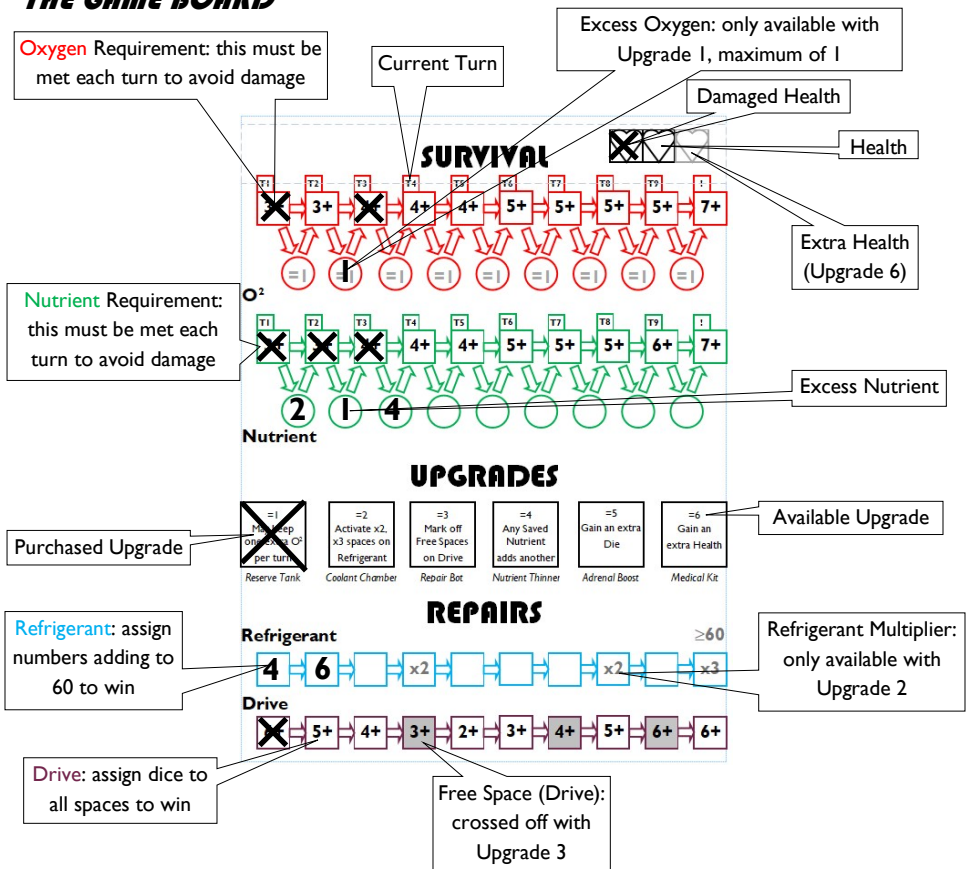


TORPOR

The worst has occurred.

While traveling through empty space in Cryonic Torpor, the PIN Drive responsible for Quantum Pinning your vessel to a point in time, allowing near instantaneous travel across light years, has failed. As a failsafe the ship has deactivated your Torpor, meaning you are slowly waking up with only moments to fix the drive and renew your Torpor before the low levels of life support on the ship can no longer keep you conscious. You must Repair the **Drive** while manufacturing enough **Refrigerant** to renew Torpor, all while providing yourself with enough **Oxygen** and **Nutrient** to keep moving until you succeed.

THE GAME BOARD



HOW TO PLAY “TORPOR”

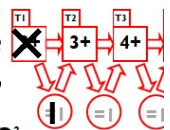
EVERY TURN: You must provide as much O^2 and **Nutrient** as your current turn requires. If you ever fail to supply enough of *either* resource, you must cross off one Health space (you begin with Two). If you cross off your final Health, or reach the end of Turn 10 without having finished repairs, you lose the game.

ROLLING DICE: Each turn you will roll your entire pool of dice (you begin with Four). Any dice that are in sets of two or more of the same number may be *Rerolled*, setting aside the others. This is not mandatory. If the dice you reroll create a new set, even including dice that were set aside, you may reroll as many sets of dice as you wish. When you can no longer reroll dice (or no longer wish to), you may assign your dice.

ASSIGNING DICE: Once you have finished rolling dice, you may assign them. Assign a dice by crossing off an eligible square (or writing in the number, for Refrigerant). You do not have to assign all dice, but no die may be assigned more than once. Once you have finished assigning dice, proceed to the next turn.

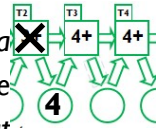
OXYGEN: You must assign one die per turn to Oxygen (or lose one Health). This die must be equal to or greater than the number shown on the square for the current turn. You do not gain any benefit from assigning a higher die, unless you have purchased Upgrade #1, in which case you may retain one Oxygen for the next turn any time you assign a die at least one number higher than required. Write the number “1” in the round space beneath the current turn to remind you. This extra Oxygen may be used in the following turn to reduce the number required by one, but does not carry over into a later turn if it is unused.

Example: Kirk has saved one Oxygen from turn 1 using Upgrade #1. He can meet the current Oxygen requirement of 3+ with any die of 2 or higher. If he assigns a dice of 3 or higher, he will have an excess Oxygen to carry over to turn 3 (but no more than 1). If he does not assign a die and takes the Health loss, his extra Oxygen from turn 1 is lost.



NUTRIENT: You must assign one die per turn to Nutrient (or lose one Health) This die must be equal to or greater than the number shown on the square for the current turn. If you assign a die higher than required, you retain the difference. Write the number of extra nutrient in the round space beneath the current turn: you may reduce the Nutrient required in the next turn by that number. Extra Nutrient does not carry over into a later turn if it is unused. If you have purchased Upgrade #4, any time you gain at least one Bonus Nutrient, you gain one extra.

Example: McCoy has saved 3 Nutrient from turn 2 (he assigned a die of 6) but since he purchased Upgrade #4, he wrote 4 in the circle. He can cross off turn 3 without assigning any die at all, but in that case he would save no Nutrient. He instead chooses to assign a die of 5, writing a 6 in the circle. Now he can ignore Nutrient on turn 4, though the extra 2 Nutrient will not be saved for turn 5.



REFRIGERANT: You may assign one or more dice per turn to Refrigerant. You can assign any die, writing its number in the leftmost square. If you have purchased Upgrade #2, all the Multiplier Spaces on Refrigerant are Active, multiplying a die added to that space by the number shown. The Refrigerant is repaired when the total of all numbers in Refrigerant add up to 60 or more. If you run out of spaces and have not reached 60, you lose the game.

DRIVE: You may assign one or more dice per turn to Drive. You must assign dice to squares from left to right, and any die assigned must be greater than or equal to the number shown on that square. If you purchase Upgrade #3, mark off all the greyed-out “Free” spaces in Drive.

UPGRADES: You may assign a die to purchase an Upgrade, gaining its benefit for the rest of the game. You must assign the dice matching the number on that Upgrade. Each Upgrade can only be purchased once.

WINNING THE GAME: If you have crossed off all spaces in Drive and attained at least 60 points in Refrigerant, you win upon completing that turn (including supplying Oxygen and Nutrient). You have successfully reactivated your Drive and Cryonic Chamber and may continue your journey safely. You win!

A QUANTUM FRONTIERS GAME

Cryonic Torpor was the first step in enabling Terrans to explore new systems. But it was the invention of the Quantum Pin drive that enabled true expansion to begin. Quantum Pinning in spatial dimensions was first used to construct stable platforms above Jupiter. Eventually the same principles were used to “pin” objects to a specific reference point in time. This meant that journeys that would have otherwise taken hundreds of years could be accomplished in comparatively little time, without any need to break the light speed barrier. A ship’s crew would be frozen in torpor before undertaking a long interstellar journey, and the entire ship would be temporally Pinned so that when the journey as complete, almost no time had actually passed.

The consequence of near instantaneous travel to new systems, many of which contained inhabitable (and inhabited) worlds, was a frantic race between Terran nations and corporations to stake claims on the most valuable planets. Those already containing intelligent life were offered access to Terran quality of life and the use of PIN drives, in exchange for the right to place military bases and extract resources. The various Terran nations and corporations also offered these planets protection from the interests of other Terran powers, accelerating the land grab further.

Since interstellar communication was no faster than the fastest ship, remote planets became lawless, patrolled by privateers hired under the table by anyone with an interest in that system. Unwilling to expend resources terraforming less ideal worlds, pioneers were granted Homesteading rights for any planet they could successfully make inhabitable. For Homesteaders and Privateers alike, opportunity and danger abound on the Quantum Frontier.

Game by Michael Dunkerton

**Tilting
at Windmills**

