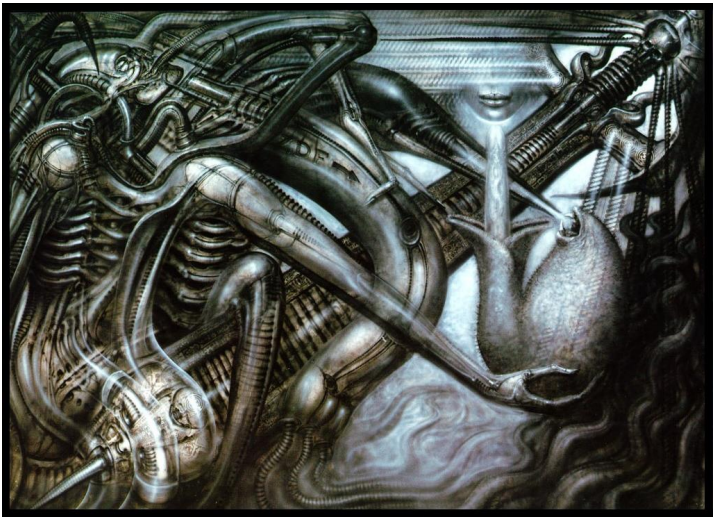
PARASITE



A
SCIENCE FICTION GAME
OF DICE FOR THE
SOLITARY PLAYER

By James Manley-Buser
GAT210-A | 2/06/2010

TABLE OF CONTENTS

Premise
---------- Page 4
Pieces
---------- Page 5
Rules of Play
---------- Page 6
Winning
---------- Page 8
Optional Rules
---------- Page 9
Afterward
---------- Page 10
Credits
---------- Page 11

PREMISE

You awake, along with your fellow crew-mates, in the corridors of the derelict space-craft you have been exploring.

You feel somewhat nauseated, and suddenly remember what happened; you were am-bushed by aliens, who implanted their eggs inside you!

Now, you and your team, armed with space-age weaponry, must fight your way through the aliens back to your ship before the eggs inside you hatch!

PIECES

Included with this game are:

- 5 six-sided Double Dice (six-sided dice with smaller six-sided dice inside them).
- 12 six-sided Regular Dice.

RULES OF PLAY

The Outer Double Dice represent you and your crew, the Inner Double Dice representing the parasites inside of you. The Other Dice represent the aliens you are trying the defeat in order to escape to your ship. Your dice pool should begin with 6 Regular Dice and Five Double Dice.

1. Roll all dice in your dice pool at once.

2. If all of the Outer Double Dice add up to more than the sum of the Regular Dice, you have defeated an alien and should remove one of the Regular Dice from the dice pool.

3. If an Inner Double Die rolls a 1, you have a momentary burst of strength, and may re-roll that Double Die if you so wish.

4. If an Inner Double Die rolls a 6, the parasite has hatched, and you must remove that Double Die from the dice pool at the end of the round.

5. If you get multiples of the same number on the Outer Double Dice, you may add to your total the number of multiples you have; IE: If you roll two 4's, you may add two to your total, if you roll three 2's, you may add three to your total, etc...

6. You may split your dice pool into smaller groups; for example, you could split your pool into two smaller pools, one consisting of 3 Regular Dice and 3 Double Dice, and the other consisting of the remaining 2 Double Dice and 3 Regular Dice. You would roll these dice pools separately and determine outcomes individually for each pool. This allows for better odds at beating a smaller pool and the possibility of removing multiple aliens from play at a time. However, in smaller groups, your crew-mates have a higher chance of being incapacitated, and instead of just on a roll of six on the Inner Double Die, are also removed from play on a roll of six minus the number of other groups there are. For example, if you had two groups, Double Dice would be removed on an inner roll of 5 or 6, and if you had three groups Double Dice would be removed on a roll of 4, 5, or 6.

WINNING

- You have won the game, successfully defeating the aliens and returning to your ship in order to remove the parasites inside of you, when you have successfully removed all of the Regular Dice from the dice pool, while still having at least one Double Die left in the dice pool.

- You have lost if all of the Double Dice have been removed from the dice pool, the alien parasites inside of you hatching, signaling the end of the game.

OPTIONAL RULES

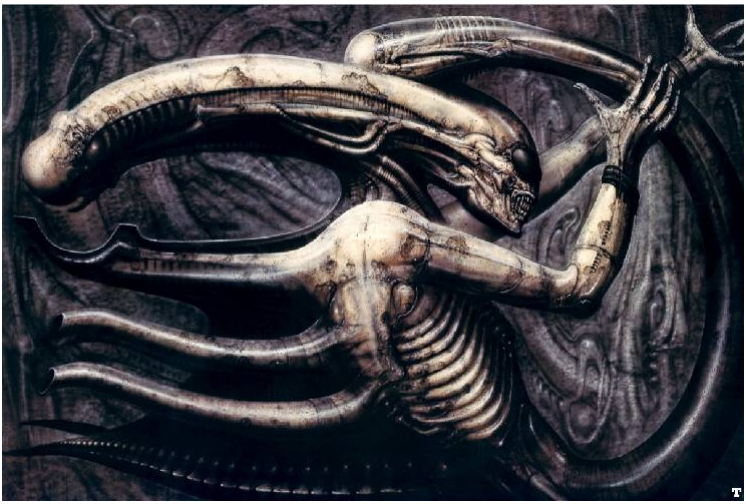
Here are a few rules that can be used in order to make play more varied, interesting, atmospheric, or challenging:

- Begin play with different numbers of Regular and Double Dice in the dice pool than normal. Using less Regular Dice will make the game easier, while using less Double Dice will make the game harder.

- When a Double Die is removed from the dice pool, add another Regular Die to the pool, representing the new-born alien that has just hatched. This will draw out the game longer, and may make play more difficult.

- If an Inner Double Die has rolled at least two higher than its corresponding Outer Double Die, that member of your crew has momentarily been paralyzed by the parasite within them, and you should disregard that die from your total. This will make play slightly more difficult.

AFTERWORD



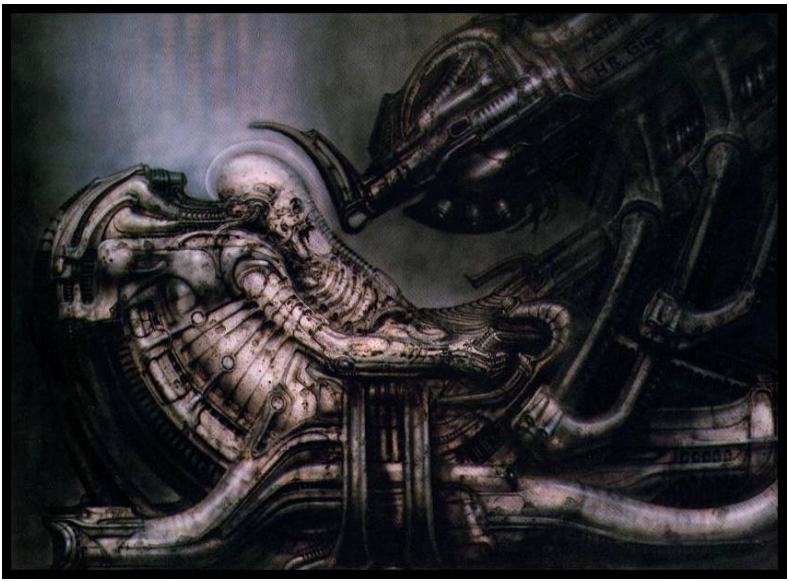
So, it may have become obvious to you, but I stole this basic concept straight from the movie Alien and its numerous sequels. I'd just like to thank its creators for the wonderful concepts and horrors they have evoked over the years, and I hope that you derive as much enjoyment from playing this homage as I had making it.

~ James Manley-Buser

CREDITS

All images courtesy of
H.R. GIGER
and
BUNCOGAME.COM

Game concept and rules by
JAMES A MANLEY-BUSER



So Long, and Good Luck...

this game prototype © 2010
DigiPen Institute of Technology