

Respect My Personal Space

(The Game)

A game for two or four players

Presented by

Danger Aware

<https://DangerAware.org>

The Frontier



Cadet Violet T stepped up to the Main Teleporter, anticipation rising in his chest. Teleportation would occur any moment. He was ready. Whoosh, he was somewhere else. He materialized in the Landing Zone, surrounded by massive gleaming equipment and machinery. A large print of 02 was stenciled on the walls. he could imagine The Opponent materializing just a sector away in space.



There were three other teleporters near the Black Hole, just like this one. They counterbalanced each other in the tidal forces from the nearby singularity.

The massive teleportation equipment was hidden from the effects of the local star by staying in orbit in the shadow of the nearby planet.

He had his orders, Get to Red Zone 2 as quickly as possible and secure the teleporter for taking Blue Zone 2. Space in this sector, due to the black hole, and the star that orbited it, was unstable. With ripples in space/time happening at any moment, no one was REALLY safe in space.





But, the elemental bounty was worth the risk. Gaining control of a complete Zone could not only make a person rich, but could enrich their entire planet. The Opponent wanted territory as well, but being too greedy, too quickly could lead to disaster for everyone. There were dangers in Space, as well as rewards.



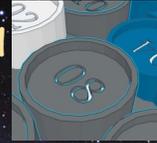
If Central Command could send a rocket, he could get to his destination and occupy the zone sector before The Opponent could get an operative there. There was a lot of debris circling the Black Hole, the remnants of moons and planets, gravity forcing a separating of the materials making collection lucrative, but one side must first stabilize a zone, by capturing sectors.



He saw his chance and leaped. The suit was enhanced to amplify his leaps greatly, but once launched, the eddies in space could have him end up anywhere.



The next sector station was up ahead. He used his navigational thrusters and steered toward it. The minutes ticked by. He made it. He was in the Neutral Zone, sector 08.



He would need to get more effect if he wanted to reach his destination. On the station was a refueling and comfort suite. He took time to refresh the supplies in his suit and eat. There was no telling when he would get another rest like this.



He listened to the communications channels; Violet X had been violently ripped from his station by a passing asteroid,



No one was sure where he landed. Violet A was in control of the Teleporter Red 01. That would be very useful, The Opponent was gaining control of Zone Blue. That was not good, the balance of power in the region was in flux! There! The Next sector, a GREEN suited figure was launching toward Zone Red! Cadet Violet K saw his chance and leapt, the next station was inviting, but he must keep moving.

He leapt again, soaring through the black void. There, up ahead, was it part of the Red Zone? NO! it was Yellow. He landed, and again took time to replenish his supplies. The walls indicated he was in Yellow Zone—Sector 04, that meant he could reach his destination in just two leaps, but, there was something in the Neutral Zone he couldn't make out. He hesitated, not knowing if he should take the short route and risk a gravitational anomaly or take the longer safe route? How long had it been since Landing Zone 02, three? Four days? He wasn't sure, all that mattered was getting to Sector 2, Zone Red and gaining control of the Teleporter there.



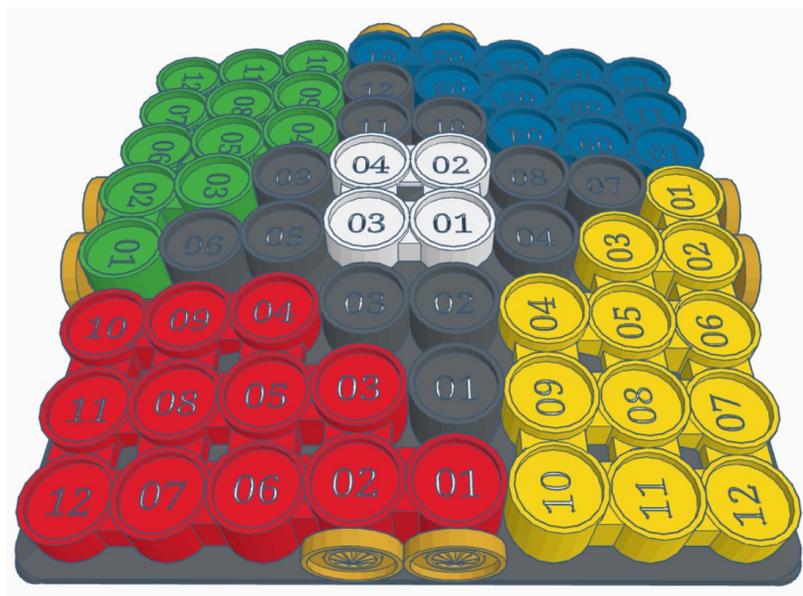
The space station floated into view, he considered for a moment, about jumping on board and seeing who else was around, but it might affect his mission. He leapt again, soaring through the blackness of space. The event horizon of the black hole a constant reminder of the dangers of space. He was back in the Neutral Zone. Something had happened here, debris was spread everywhere. The refueling and comfort suite had been destroyed. He could not refuel and he was low on supplies. He leapt again ...

Respect My Personal Space - The Game.

The game is based on territory acquisition, and physical dexterity of the players.

The Game "Respect My Personal Space" playing board has 64 sectors in which astronauts are placed while balancing on a spire. The board is divided into Six ZONES. Four Zones that the players try to control, consisting of 12 sectors each, a Neutral Zone with twelve sectors, and a Landing Zone with four sectors. The landing Zone which is White has four sectors. This is surrounded by The Neutral Zone (Black), and the four corners are the Zones players attempt to control.

Game Pieces: Main Board, Base Spire, 25 Green Astronauts, 25 Purple Astronauts, 10 Specialty Marker Pieces, 10 Specialty Marker Covers, 1 Specialty Die and one Spinner with a printout divided into 60 and 12 sections.



RMPS Game Board

**Green
Astronauts**

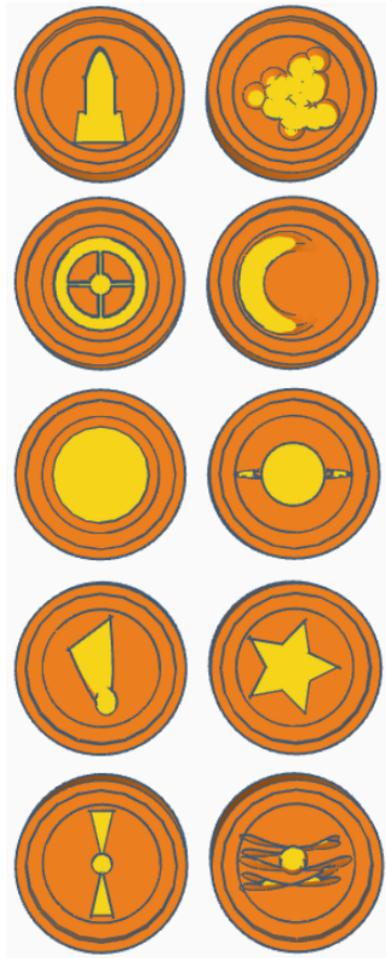


**Violet
Astronauts**

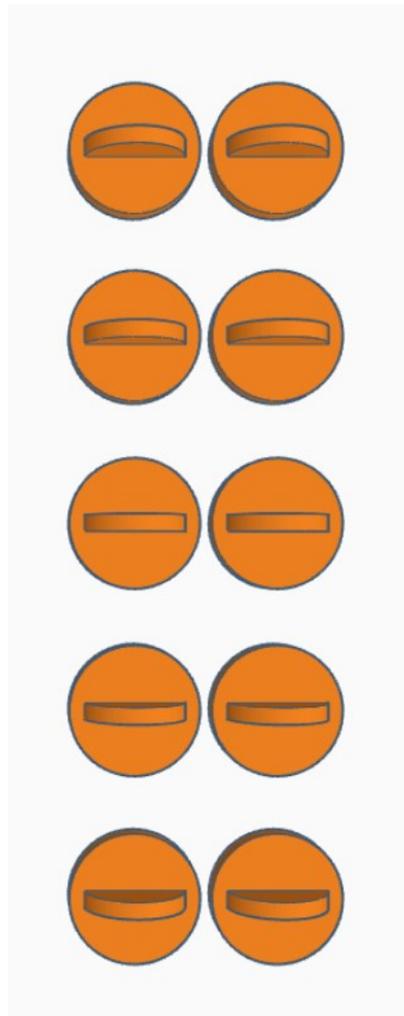


Game Pieces

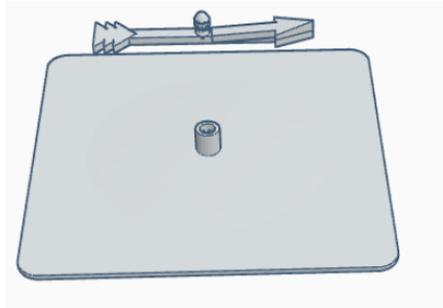
Specialty
Markers



Specialty
Marker
Covers



Spinner



Spire



Before play begins, the Specialty Markers are covered with the Marker Covers and shuffled. The players roll the die, highest roll goes first. 1,2,3,4,Asteroid(5), Rocket(6).

Players then take turns spinning the spinner, indicating random sectors to place 10 Marker Pieces on the board. This will initially unbalance the board slightly, making every game different with quadrillions of possible starting positions. Two pieces may not occupy the same sector. If a player is unable to place a marker, they spin again. When all the specialty markers are in place,

The Game Begins.

Game Play

Steadying the board during play is not allowed. It is allowed when placing the markers.

Each player has 25 Astronauts and will take turns placing them one at a time and then rolling the die to determine movement.

Players start play by placing an astronaut in the landing zone if there are any open positions.

If there are no open sectors in the Landing Zone, then play proceeds without placing another astronaut.

Player rolls the specialty die.

If 1, 2, 3, or 4 is rolled, they may move any combination of their astronauts by the total number of the roll. They **MUST** play all points if they have astronauts on the board. Movement can only occur if sectors are open. No Jumping without the rocket. Diagonal moves are allowed.

A **MOVE** can be either moving a piece to a new sector, or reorienting a piece where it already sits. If reorienting is chosen, then the player must pick up and spin the astronaut at least one full turn before stopping with the orientation desired.

An astronaut in the Neutral Zone is immune from actions by the other player. An astronaut can be forced into the Neutral Zone, but not out of it.

If the player rolls the Asteroid, they can force the opponent to move any piece not in the Neutral Zone (Players Choice), 1 sector (Opponent's Choice). If a piece is forced to move and there is no open sector for it, it is removed from the board (to be replayed), or the player can choose to use the roll as if they had rolled a 3.

If the player rolls the Rocket, they can move any piece not in the Neutral Zone on the board to any sector other than the landing zone. Or the player can choose to use the roll as a 3.

If a piece is touched, it must be moved or spun. The astronaut's center of gravity is not the center of their base, and so orientation can affect the balance of the board.

Teleporters

Around the board are 8 golden teleporters. A player at position 1 or 2 of the outer zones, can use their movement roll to teleport to any of the other Outer Zones whichever position they are in. So, an Astronaut on position Red 01 can jump to one of the three other Outer Zones 01 positions if they are vacant. Red 02 could jump to Green 02, but not to Green 01. Transporting is only allowed to empty sectors. Transporters with Specialty Markers are considered empty and can be teleported to. If a Teleporter is occupied, it may not be used.

SPECIALTY MARKERS

The Specialty Markers are placed at the beginning of play each have an icon on them with a blocking cover. When a player lands on a marker, they uncover the marker to see the Icon and then perform that particular task. They place their astronaut on the Specialty Marker, and the marker stays until the astronaut is moved.

When a player chooses or is required to occupy a sector with a Marker, they then perform the effect that marker imparts. Markers can only be activated once.

If a player moves off of a marker, the marker is removed from the board, but it stays as long as the player has an astronaut on it. (This imparts a detriment to utilizing the markers, as removing it could upset the board, and the player who is moving off of it, must remove it.) Also, it may be necessary to occupy a marker to fill an Outer Zone.

Specialty Marker Symbols



Rocket - move any 1 piece (opponent or player) which is already on the board and not in the Neutral Zone, to any vacant spot on the board without a marker.



Asteroid - Force other player to move 1 astronaut 1 sector, if no sectors are available, it is removed from the board. Teleporting allowed.



Space Station - Player rolls the die and can move any Astronaut that number of moves, and any astronaut in the line of movement with that first astronaut, making a chain of movement.



Moon - Move any Single piece up to 3 sectors. (opponent or player)



Planet- Player spins the spinner, the Number displayed in the center of the spinner allows the player to place an astronaut on ANY location that has that number, if it is occupied, the piece is replaced (specialty markers are removed without activation).



Ringed Planet - Player gets to spin the spinner Three Times, if the location spun is empty, the player may place an astronaut at that location, but is not required to. If the location is occupied (including special markers), the spin is lost.



Comet - Force opponent to move any one of their astronauts from any outer zone on the board to the same number on another zone, chosen by the player landing on the Comet.



Star - Remove Two opponent pieces and 1 of your own (The one on the Star).



Quazar - Player spins the spinner, they then place a new Astronaut on the board at that location, if it is occupied by the opponent, the opponent's astronaut is removed and replaced. If it is occupied by their own astronaut, they get to spin again. A second failure ends the turn.



BLACK HOLE - Roll the die and any piece within 1 sector starting with the played piece, are removed from the board up to the number of the die roll (5 and 6 for icons) removal is by number then color Red, Green, Blue, Yellow. This will remove other special pieces if they are 1 sector away.

The GOAL

Occupy one of the outer ZONES with 12 of your astronauts without tipping over the board. This is where orientation of the astronauts can be used. Turning the astronauts toward the center forces the center of gravity of the board to change slightly. 12 facing inward is different than 12 facing outward. Both players will be trying to balance against each other, while trying to unbalance the board so their opponent is the one to tip it over. If it tips, the last person to touch the board or to have placed a piece loses.

If a player fills one of the outer zones with only their astronauts, they win.



4 Player Alternate Play

Four players split into two teams of two.

Each team shares one color of astronauts (e.g., Team A: Green, Team B: Violet).

- Teammates alternate turns placing their shared astronauts.

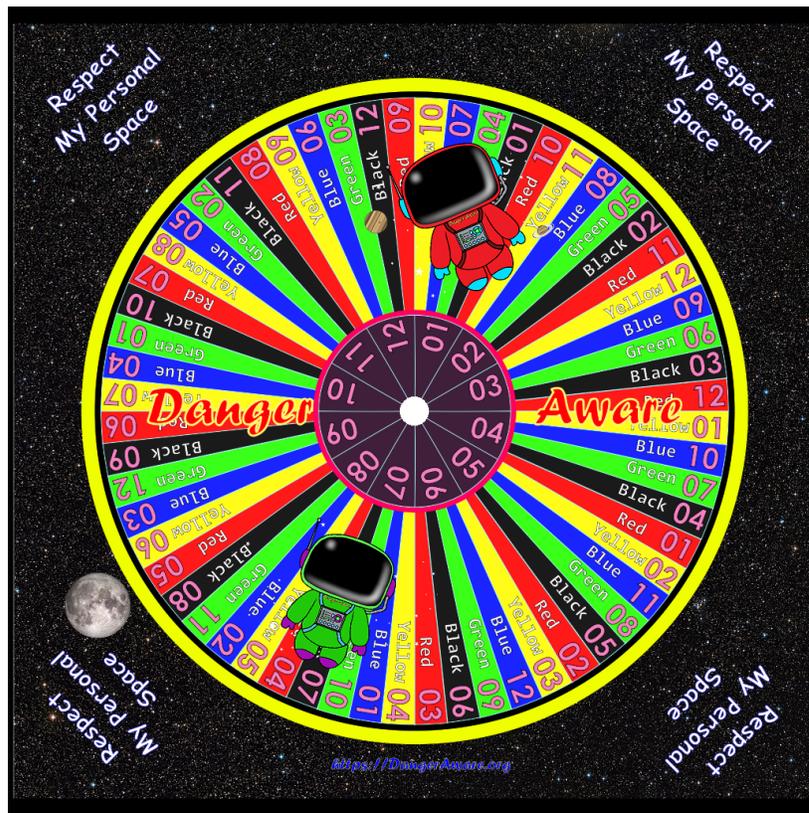
- Players on the same team cannot communicate during their turn.

- The win condition remains the same: occupy your team's designated zone without tipping the board.

Alternate Play

Setup is the same as normal, but the specialty marker covers can be removed from any single marker if the player rolls the Rocket, the marker effect is not triggered. They can choose to remove a marker cover instead of employing the rolled rocket. There is no requirement that the opponent see the marker.

If you have 3D printed your own copy of the game, then Print and cut out this page to paste to the face of your spinner.



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(619)488-4357