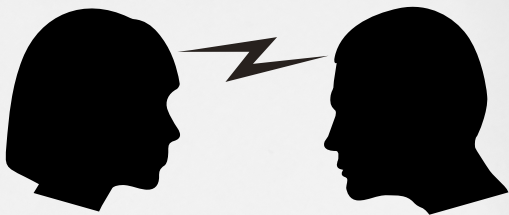


TELEPATHIC



A small cooperative game of wordless communication

Thank you for participating in this experimental trial to determine the existence of extrasensory perception (ESP) in human subjects. Reminder: This trial is a matter of national security. If you disclose your participation, the university will disavow all knowledge of the event, and you may be subject to expulsion, fines, and prosecution.

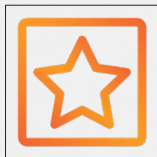
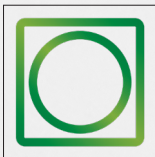


Summary

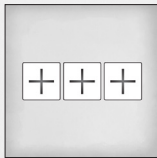
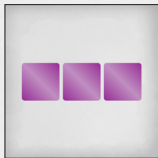
Telepathic is a cooperative two-player game in which you must communicate **without speaking or gesturing**. You and your partner each have one secret win condition and one secret lose condition. You must arrange a grid of tiles so that it simultaneously matches both partners' win conditions. When you believe you have done so, you must each announce each other's win condition. You lose if either of you announce the wrong win condition, or if the grid ever matches either partner's lose condition.

Components

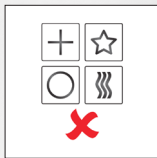
16 grid tiles, each having a unique color and shape combination. You must arrange these to win.



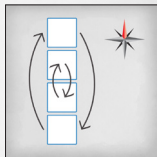
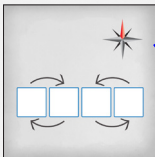
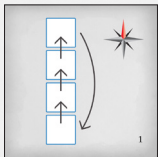
4 color condition cards and 4 shape condition cards, each depicting three squares in a row. You will draw these to learn the conditions that will cause you to win or lose.



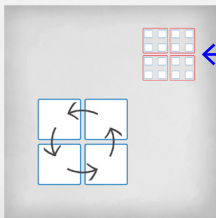
2 color condition markers and 2 shape condition markers. You will use these double-sided cards to identify your concealed win (✓) and lose (✗) condition cards.



10 action cards, gray with a compass rose depicted on the backs. These control how your actions rearrange a selected set of four grid tiles.



Most action cards show a **compass rose**, which shows the orientation of the action. The rose must always point north: do not rotate the action cards.

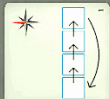
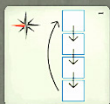


Rotation action cards, like the one to the left, have no compass rose. They show the four **corner quadrants** of the tile grid. **You must select the tiles of one corner quadrant for this action:** do not select any other set of tiles to rotate.

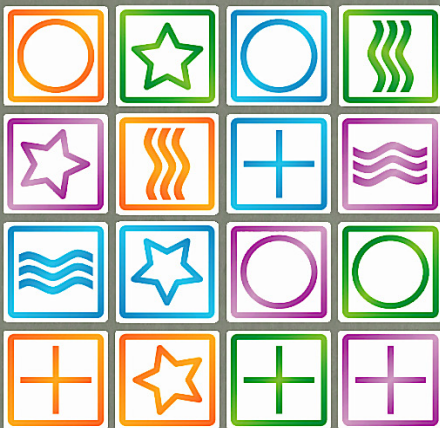
G



F



E



Setup

Refer to the diagram to the left as you set up.

You are the color player. Shuffle the four color condition cards. Draw one as your win condition (A), and another as your lose condition (B). Look at your condition cards, but **keep them secret from your partner**. Keep them face-down on the table in front of you. Place the color win condition marker (✓) on your win condition card and the color lose condition marker (✗) on your lose condition card. Return the other color condition cards to the box.

Your partner is the shape player. They perform the same process with the four shape condition cards and the shape condition win (C) and lose (D) markers.

Arrange the grid tiles face-up in a random 4x4 grid (E). If any shape or color appears three times in a continuous line, randomly shift some tiles around until this is no longer the case.

For your first game, select the four action cards that have a numeral "1" in the lower right corner. Arrange them face-up in a row next to the grid, so that the compass rose points north (F). Return the other action cards to the box.

For the standard game, orient all the cards in the action deck in the same direction. Shuffle the action cards. Place the deck face-down next to the grid so that the compass rose on the back points north (G). Draw the top four action cards and lay them face-up next to the grid (F).

For a greater challenge, after setting up for the standard game, discard one or more cards from the top of the action deck back to the box.

Conditions

A condition is met while three grid tiles in a continuous line match a win or lose condition card. Lines can be east-west (horizontal) or north-south (vertical). Diagonal lines do not count. Lines do not “wrap around” the grid’s edge.

The grid must match both win conditions when you make the **Announcement**.

You lose immediately if either lose condition is met.

Taking a Turn

The partner who most recently had a psychic experience takes the first turn.

Once the game begins, **Do not speak**. Neither player is allowed to speak, gesture, or communicate with the other in any way until they make the **Announcement**, except to tell their partner that the game is lost.

On your turn:

1. Hand your partner an action card. Make sure to keep it oriented to the north, as indicated on the back of the action card deck.
2. Your partner selects one of the four indicated sets of grid tiles, then performs the action on that set.
3. If either partner’s win condition is now met, **they must remain silent**. However, if their lose condition is met, they must tell their partner **the game is lost**.

4. *For your first game*, your partner returns the used action card to its row.

For the standard game, your partner discards the used action card: it cannot be re-used. If the action deck has cards remaining, they draw the next action card and add it to the row. If all the action cards have been used, one of you **must** make the **Announcement**.

5. Either of you may make the **Announcement**. Otherwise, your partner begins their turn.

The Announcement

After any turn is complete (step 5), either partner may announce their partner's win condition. The other partner responds by announcing the announcer's win condition. If you are both correct, **and** both win conditions are met in the grid, you both win. If either of you are incorrect, or the conditions are not met, you both lose.

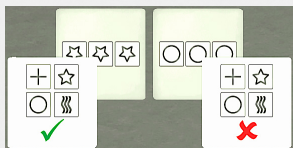
Example of Play

Mary and Bob are playing the standard game.



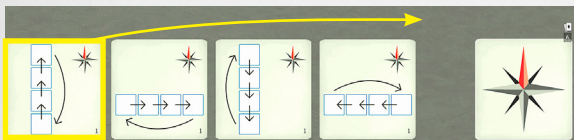
Mary's win condition is blue and her lose condition is orange.

Bob's win condition is stars and his lose condition is circles.



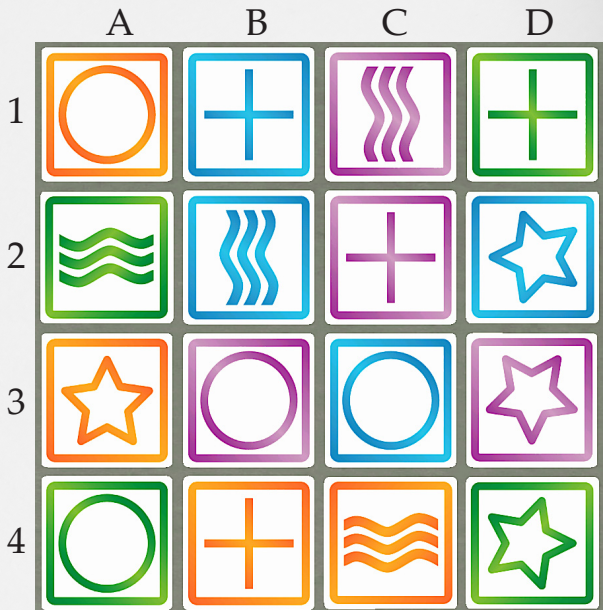
Note: Both players' condition cards are shown here face-up so you can see them. In actual play, they must be face-down.

It's Mary's turn. From the four action cards available, she selects the card that shifts a column north, and hands that card to Bob.



















Bob secretly looks at his win and lose condition cards. If he shifts column A north, row 3 will have three circles in a line, and they will lose. If he shifts column C north, row 2 will have three blue tiles in a line: maybe that's what Mary wants?

If Bob shifts column A north, row 4 will have three orange in a row, which is Mary's lose condition. But he doesn't know that.



Bob selects column C for the action, and shifts it north. He discards that action card and draws a new one to put in its place.

	A	B	C	D
1				
2				
3				
4				

Mary confirms the grid does not have three orange tiles in a line. It does not, so they haven't lost the game yet.

Bob can start his turn by selecting an action card for Mary. But column D meets his win condition: stars. If he's right about Mary's win condition being blue, they can win the game. He decides to risk it.

"Your win condition is blue", Bob announces.

Mary looks at the grid. Row 2 has three blue tiles in a line, and Bob has correctly guessed her win condition. Now she must guess his. Column D has three stars in a line, and row 1 has three crosses in a line. Because he made the announcement, one of those shapes must be Bob's win condition. But which one? If she guesses correctly they win. If she guesses incorrectly they lose. Either way, the game ends.

Strategy Tips

Before giving an action to your partner, check to see if it could cause your partner to complete your lose condition!

When selecting an action for your partner, it can be useful to select one that could let them complete one or more conditions. Whichever condition they complete, or do not complete, can provide you with a useful clue.

Multiplayer Variants

Three+ Players: Director Mode

Set up two players as partners, as in the standard game. The third player is the director.

The director takes all the turns. They alternate handing action cards to each partner. At the end of any turn, they may announce **both** win conditions to win the game.

Multiple players can act as a single director. They may talk to each other as long as the partners cannot hear them.

Four Partners

Set up the grid and action cards as in the standard game. Distribute markers and condition cards as follows:

Player 1: The color lose condition marker and a random secret color condition card.

Player 2: The color win condition marker and a random secret color condition card.

Player 3: The shape lose condition marker and a random secret shape condition card.

Player 4: The shape win condition marker and a random secret shape condition card.

Starting with the Player 1, players take turns in clockwise order. On your turn, either hand an action card to the player on your right, or announce **both** win conditions.

The **first** time the action deck is empty when you would draw from it, shuffle the used action cards to form a new deck. You cannot shuffle it again.

Four Players on Opposed Teams

Organize the grid as shown on the next page. Set up the action cards as per the standard game.

Players on opposite sides of the play area are partners on the same team. One partner on each team secretly draws a color win condition. The other partners secretly draw shape win conditions. There are no lose conditions.

Players take turns in clockwise order, starting with the leftmost color condition player.

Immediately after your partner performs your action, they may announce your win condition. You must reply with their win condition. If you are both correct, and both win conditions are met in the grid, your team wins. If either of you are incorrect, the other team wins.

Whenever the action deck runs out, shuffle the used action cards to form a new deck.



Thanks To...

Karen Klutzke for visual design guidance, and all the other reasons.

Brian Lee for the lovely tile and logo artwork.

Patrick Olmstead for rebranding advice.

Everyone who encouraged me, helped me talk to publishers, and/or asked "When can I buy this?"

Playtesters

AJ Lambeth, Aaron Goodwine, Aaron Mckinney, Alex Yeager, Andy Arenson, Andy Kluessendorf, Andrew Hanson, Andrew Voigt, Barbara Meihls, Brandon Klutzke, Brett Myers, Brian Lee, Carl Sommers, Cecilia "CC" Hyland, Christopher Hamm, Chris Sellers, Christine Setze, Clark D. Rodeffer, Colin Degnan, Cyrus Kirby, Dan Loughlin, Daniel Alejos, David E. Witcher, Deirdrea Lyon, Dustin Oakley, Eric Hyland, Eric Jome, Eugene Davis, Evan Davis, Evan Teska, François Valentyne, Frank Tedeschi, George Jaros, Glenn Essex, Heather Newton, Isaac Childres, Jack Spoerner, Jackson Richey, James DuMond, Jazz Eisinger, Jeff Callahan, Jeff Healy, Jeff Tidball, Jeremy Healy, John du Bois, John Lechner, John Shulters, Jonathan Chaffer, Jordan & Mandy, JT Smith, Kane Klenko, Karen Alfrey, Karen Klutzke, Kevin Klutzke, Kevin G. Nunn, Kyle Rackley, Lee Richey, Liam Kirby, Lily Starkey, Lucas "Viejo" Gentry, Marcin Zarycki, Maxine Ekl, Michele Luzetski, Monica Degnan, Morgan Klutzke, Nathaniel Tact, Nick Little, Nyles Breecher, Pat Brown, Paul Anshus, Peter Dast, Randy Ekl, Richard Frederick Baltzell, Robert Johnson, Rod Currie, Russ Luzetski, Ryan Ziegler, Sarah Graybill, Scotto Starkey, Shannon McDowell, Stacey Gibbens, Steven Dast, Timmy Clark, Travis R. Chance, Troy Pichelman, Vicki Dickson, Will Newton



<http://protospiel.events>

Credits

Game Design and Development: Carl Klutzke

Art and Visual Design: Brian Lee and Carl Klutzke

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