Rules and Instructions

This game is based on the short story Time Considered as a Helix of Semi-Precious Stones. It is at the moment incomplete.

Description: This game takes place on our planetary system. Players travel among the planets, attempting to achieve their objectives; criminals attempt to pull off successful heists, while Special Services attempt to capture their assigned criminal. Each player keeps their identity a secret, so one never knows if a player is a criminal or an undercover agent of the Special Services.

The game begins with each player drawing an objective card—the card will specify whether the player is a thief or an investigator. If the player is a thief, it lists three gems that the player must sell. If the player is an investigator, it lists the three gems that the player's target is trying to sell.

The game board consists of eight planets and the empty space between them. Players each start off on a different planet of their choosing; but no player may start on the same planet as another player. Players roll the two dice and the player with the highest roll becomes the Singer and goes first. That player gets an extra favor token. Play progresses clockwise.

Turns: On their turn, each player can roll their dice and move the number of spaces the dice indicate. If the player wishes, they can move less than that amount, or even not move at all. If the player lands on a planet, and this was not the planet the player was at last, that player can draw an item card and add it to their hand. If the player is in the same space as another player at either the beginning or end of a turn, the two players may negotiate and trade items or favors.

Selling Items: Each item can only be sold on a certain planet. The player must visit that planet before selling that item. When a player sells an item, he or she places the item card face-up and collects one favor token. The card is kept in front of the player, so everyone knows what has been sold. Only one item can be sold each turn.

Services: Each planet offers special services which cost favor tokens. The services range from being able to view another player's hand to being able to roll twice next turn. Players should take advantage of these services.

The Singer: Every round, the player with the most favor tokens becomes the Singer. The Singer always goes first in each round. At any time, the Singer has the special ability to bestow one favor token upon any player except himself or herself.

Winning the game: A thief must sell all three items on the objective card in order to win the game. If the player just sold the third item on his or her list, the player may reveal the objective card to win the game. An investigator must arrest his or her target to win. Any time the investigator is in the same space as a suspect, the investigator may make an accusation by showing the objective card. If the investigator is right, he or she wins the game. If the investigator is wrong, he or she is removed from the game. All items are placed at the bottom of the item deck, and all favors returned.

Game Mechanics
The game consists of a deck of item cards, which contain items which can be sold. It also contains pairs of thief-investigator objective cards, which are drawn at the beginning of the game. The game also comes with a game board, two dice and fifty favor tokens.

**Audio-Visual Assets**

To convert this board game into a computer game, we will need
- a playing board,
- dice,
- spaceships to indicate the players,
- favor tokens,
- objective cards,
- and item cards.

Most of the assets will be simple. The complexity of the game will mostly be with the trading system and with the special services that the planets may offer.