

RULES

Broken Contact is a game played with two teams of two, competing against one another. One player on each team is the Navigator, the other is the Interpreter.

Navigator: Your job is to give directions to the Interpreter based on the conditions below and the other documents in this folder. You're trying to lead them through your team's checkpoints, in order, without passing through enemy checkpoints.

Interpreter: After receiving directions from your interpreter, it's up to you to determine what they meant and how to move through the space.

COMMUNICATION: The only way for players to communicate with one another is through text message. They may use the platform of their choice for this. Only the Navigator may send messages, unless the Interpreter uses their turn to discover their location, in which case they may share that.

ONLY LOWERCASE ALPHANUMERIC CHARACTERS MAY BE SENT

ON YOUR TURN: The navigator decides on a route and sends the Interpreter THREE WORDS OR LESS as well as a number to represent how many rooms the Navigator could expect to move with this clue. This number may never be larger than 5. When the Interpreter has moved as far as they feel comfortable, activate the campfire in the room. Activating this before moving informs the Interpreter the room number they're currently in, and forfeits the rest of their turn.

ROOM TYPES:

Word association: The Navigator may use any words except those in the rooms and concrete directions (left, straight, north) to direct the Interpreter.

Emoji: In these rooms, emoji must be used to portray the emotions on the compass. If used in conjunction with other rooms, one emoji replaces one of the three usable words.

Reaction: In these rooms, the Navigator has a specific prompt they must adhere to.