

Escape from Sisypho

Escape from Sisypho is an asymmetrical card game, in which one player (the Agent) plays against three to five Survivors.

If you play as one of the Survivors, you will explore the surface station on dwarf planet Ceres using Location Cards. By taking Actions at these Locations and using Item Cards, you will try to beat the Sisypho corporate machine by escaping the station or exposing the crimes committed there to the Earth government.

If you play as the company Agent, you will stalk and pursue the desperate Survivors to protect your employer's interests. Heavily armored, you cannot be felled, and you will not stop hunting the Survivors until they are silenced by your trusty Hand Cannon.

Each Survivor is implanted with a Sisyphone neurochip, used by the company to control their workers. Damaged but functional, they can still be accessed remotely by company transmitters. By playing Neurochip Cards, the Agent can manipulate the Survivors' minds to disrupt their Movements and Actions.

Escape from Sisypho is based on the 2021 computer game *Sisyphos* and acts as a continuation of its story. After the characters in *Sisyphos* succeed in escaping their workplace, Ceres-1, some of them are able to attack and sabotage other corporate stations, including the Ceres surface station. The company retaliates by overloading all neurochips on Ceres, trying to keep their secrets from getting out. Most inhabitants meet their ends clawing at their heads, unable to stop the internal bleeding. But some of the chips malfunction and fail to overload. These survivors do not have long to reflect on how lucky they are: The next deadly challenge awaits them in *Escape from Sisypho*!

Components

- 6 character miniatures (1 Agent, 5 Survivors)
- 6 Location Cards (large, double-sided)
- 30 Movement Cards (green backs) (6 per Survivor)
- 20 Neurochip Cards (red backs)
- 34 Item Cards (blue backs), divided into 4 decks:
 - 8 Infirmary Cards
 - 12 Depot Cards
 - 8 Security Cards
 - 6 Command Cards
- 20 Damage Tokens (red on black)
- 20 Power Tokens (yellow on black)
- 6 Lock Tokens, each with an Open (green) side and a Closed (red) side
- 2 Victory Tokens (white on black)
- 1 *Earth Communication* Victory Track (rectangular, short)
- 1 *Escape* Victory Track (rectangular, long)

Setup

1. Determine who will play the Agent. The other players play as Survivors.
2. Place the 6 Location Cards next to each other at the center of the play area. Top: Infirmary, Depot, Command. Bottom: Generator, Security, Rocket.
3. Place 1 Lock Token on each Location. The Infirmary and Generator Locations should be Open (Lock Token green side up). The other four Locations should be Closed (Lock Token red side up).
4. Place 1 Power Token on the Infirmary Location and 1 Power on the Depot Location. Keep all remaining Power Tokens accessible near the play area.
5. Place the *Earth Communication* Victory Track next to the Command Location and the *Escape* Victory Track next to the Rocket Location.
6. Place 1 Victory Token on the first space of the *Earth Communication* Victory Track and 1 Victory Token on the first space of the *Escape* Victory Track.
7. Keep all Damage Tokens accessible near the play area.
8. Shuffle each Item Card deck and place them next to their corresponding Locations (Infirmary Card deck next to the Infirmary Location etc.)
9. Deal out 6 Movement Cards to each Survivor player, 1 for each Location. This is each Survivor's Hand.
10. Shuffle the Neurochip Card deck and place it in front of the Agent player. That player draws 1 Card from the deck. This is the Agent's Hand.
11. Each Survivor chooses one of the Survivor miniatures and places it on the Infirmary Location. This is their miniature for the rest of the game. Place the Agent miniature on the Security Location.
12. Play may now begin, starting with the Planning Phase of the first Round!

Sequence of Play

A game of *Escape from Sisypho* consists of a number of Rounds. Each Round consists of 4 Phases: the Planning Phase, the Movement Phase, the Action Phase, and the Agent Phase. Play begins with the Planning Phase of the first Round. After the Agent Phase of a Round is completed, play continues with the Movement Phase of the next Round until the game ends because of either a Survivor Victory or an Agent Victory.

Phase 1: Planning

In this Phase, the Survivors decide where they will move this Round. In no particular order, each Survivor must pick and choose 1 Movement Card from their Hand and place it face-down in front of them. Once every Survivor has done this, the Planning Phase ends and play moves on to the Movement Phase.

Phase 2: Movement

In this Phase, the Agent and Survivors can move between the different Locations. First, the Agent moves their miniature to any Location. Next, each Survivor reveals the Card they placed face-down in front of them in the Planning Phase and moves to the Location indicated on that Card. Every Survivor that did not move (because they were

already at the Location indicated on the Card) will receive an extra Half Action in the Action Phase of this Round. As a reminder, each Survivor that did not move this Round turns the Movement Card in front of them face-down, indicating that they did not move this Round and may perform an extra Half Action. Each other Survivor leaves the Movement Card in front of them face-up, indicating that they did move this Round and thus do not receive this bonus.

Phase 3: Action

In this Phase, the Survivors perform various Actions to advance their goals.

Action Economy: There are 3 types of Actions: (Full) Action, Half Action, Free Action.

Full Actions and Half Actions may be freely converted to each other, i.e. 1 Full Action may be converted to 2 Half Actions and vice versa. Free Actions, as the name indicates, may be performed at will without reducing the number of other Actions that can be performed by the Survivor that Round.

Actions per Survivor: Usually, each Survivor performs 1 Full Action (or 2 Half Actions, see above) per Round. If a Survivor did not move in a Round, they may perform an extra Half Action that Round (see above). A Survivor may choose to perform fewer Actions than able. Actions cannot be transferred between Survivors.

Agent Effect: If a Survivor is at the same Location as the Agent at the start of the Action Phase, they immediately lose 1 Half Action, i.e. if they did not move this Round, they lose their extra Half Action, and if they did move this Round, they can only perform 1 Half Actions and any number of Free Actions this Round. Additionally, a Survivor must take 1 Damage to perform a Half Action while at the same Location as the Agent (2 Damage to perform a Full Action). Free Actions are not affected by the Agent.

Action Sequence: Actions are performed in any order chosen by the Survivors. An Action (Full/Half/Free) must be fully completed before another Action can begin.

Example: Zoe performs a Half Action, Zoe performs another Half Action, Alice performs a Half Action, Zoe performs a Free Action, Emma performs a Full Action, Alice performs a Half Action, the Action Phase ends.

Available Actions: The Actions available to Survivors fall into 3 categories:

1. **Base Actions**, these Actions are always available to all Survivors:
 - Hold Door:** Action: Unlock your current Location until the end of the Round
 - Give:** Half Action: Give any number of your Item Cards to a single Survivor at your current Location
 - Take:** Half Action: Take any number of Item Cards from a single Survivor at your current Location (the Survivor must agree to this)
2. **Location Actions**, these Actions are printed on the Location Cards and may only be performed by a Survivor while they are at that Location. To perform an Action of a Location, that Location must be currently Open (Lock Token green side up) and at least 1 Power must be at that Location. (Exception! The Action "Add 1 Power to this Location" at the Generator Location can be performed even if there is no Power at the Generator Location!)
3. **Item Actions**, these Actions are printed on some Item Cards and may only be performed by a Survivor who has such a Card.

Phase 4: Agent

1. Each Survivor currently at the same Location as the Agent takes 1 Damage.
2. If a Survivor now has more than 3 Damage, they die. All their Item Cards are Discarded, their miniature is laid on its side, and they do not participate in the rest of the game, though they still win if there is a Survivor Victory.
3. The Agent must Draw 1 Neurochip Card. If they now 3 Cards in Hand, they must immediately use one of these Cards. If that is not possible, they must Discard a Card. (At the end of the Agent Phase, the Agent can never have more than 2 Cards in Hand.)

Victory and Defeat

There are two possible outcomes for a game of *Escape from Sisypho*: Either all Survivors win (including dead Survivors) and the Agent loses, or the Agent wins and all Survivors lose.

Survivor Victory

If the Victory Token reaches the last space of the *Earth Communication* Victory Track, the Survivors win instantly (see Command Location Card). The Survivors have managed to gather enough evidence of the Company's crimes and sent it via secure channels to multiple journalists on Earth. What happens to the Survivors themselves is now of little significance. By exposing Sisypho, they have sown its ultimate defeat, and they can die happy knowing they avenged all those friends and family killed or mistreated by the Company.

If the *Launch Codes* Item Card is used at the Rocket while the Victory Token is at the last space of the *Escape* Victory Track, the Survivors win instantly (see Rocket Location Card). All living Survivors at the Rocket Location are able to escape Ceres. They are free to go to other Sisypho locations to free other victims of the Company's crimes, go to Earth and try to expose the Company from there, or simply hide away where they will not be found and live out the rest of their days in peace. To those stranded on Ceres, doomed to be found and killed eventually by the Agent, it matters little. Watching the explosion as the Rocket launched and freed their friends was a fiery beacon of hope and revenge. Knowing that they did their part for the greater good is all they need to feel good until the end.

Agent Victory

If all Survivors are dead, and the Survivor Victory conditions have not been fulfilled, the Agent wins instantly. The Agent has ensured that Sisypho's secrets are kept this day and the Company can go on with their mission of making humanity a more efficient species, at any cost. The Agent will be rescued and debriefed, before moving onto the next station to protect the Company's interests forevermore. Sisypho loves humanity. Give your all for Sisypho, and humanity will thrive.

Game Concepts

Rules Precedence

If text on a Card contradicts this Rulebook, the Card text applies.

Lock and Unlock

To Lock a Location means to flip the Lock Token at that Location to its red side, that Location is now considered Closed (if it wasn't before). To Unlock a Location means to flip the Lock Token at that Location to its green side, that Location is now considered Open (if it wasn't before).

Draw and Discard

If a Survivor Draws from an Item Card deck, they take the top card from that deck and place it face-up in front of them. If the deck is empty, nothing happens. If a Survivor Discards an Item Card, it is placed face-down in a common pile near the play area. There is only ever 1 Discard pile for all Item Cards.

If the Agent Draws from the Nanochip Card deck, they take the top card from that deck and put it in their hand (hidden from the other players). If the deck is empty, the Nanochip Card Discard pile must be shuffled and is now the new deck to Draw from. If the Agent Discards a Nanochip Card, it is placed face down in a Discard pile next to the Nanochip Card deck.

Nanochip Cards

If the Agent has a Nanochip Card in Hand, they may use it by following the instructions there and Discarding it thereafter. When a Nanochip Card can be used is always indicated on the Card itself. There are no restrictions on how many Nanochip Cards can be played in each Round. The Agent may save up the Cards for the right moment or to use multiple in a single Round, or just play them as soon as possible, as they wish.

Secrecy

Survivors may not reveal any part of their Hand to each other. Item Cards a Survivor has, on the other hand, must always be face-up in front of them and visible to all players. Players may discuss anything between each other as long as every player (Survivors and Agent) can listen. They may discuss their Hands, bluff, lie, strategize, and so on, without restrictions, but the Agent will always hear them and may use this to their advantage.