INTRUDER
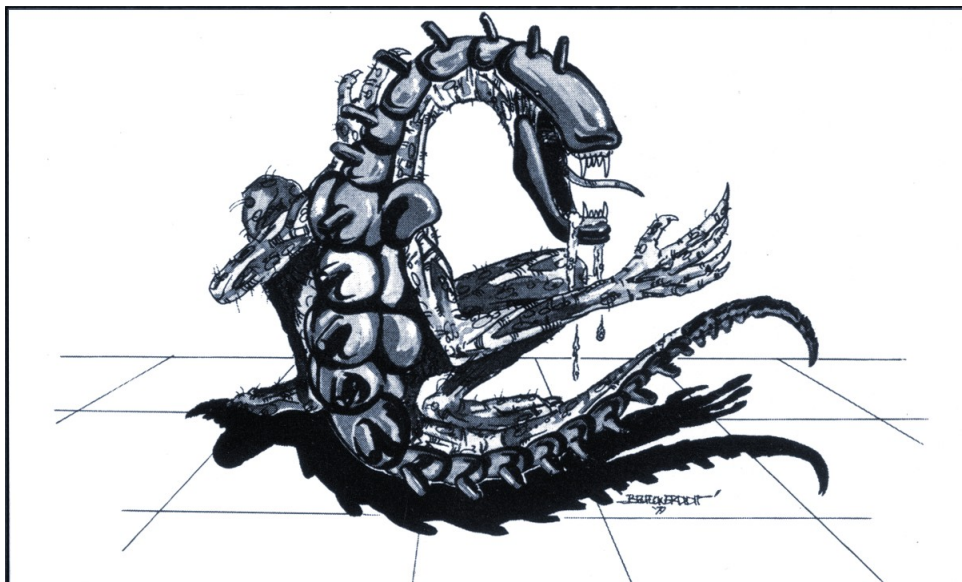
"IT'S LOOSE!!!!!!"

"Lab, this is Command. *WHAT'S* loose?"

"It broke out of the Lab! It killed Jones!"

"What is it? *WHAT* killed Jones?"

"I don't know, but it's headed your way!"

The Intruder is an alien being of unknown power. During the course of the game the Intruder will move through the space station as both the hunter and the hunted. One or more players must cope with a monster that moves rapidly and changes continuously as it undergoes metamorphosis into a more powerful being, and possibly divides into two or more clones.

The game includes 52 tokens representing the crew and their weapons, lab animals (which confuse the search) and the Intruder. The gameboard shows in detail the interior of deep space station *Prometheus.* The game also contains special charts to record the development of the Intruder.

INTRUDER is an exciting game of terror and suspense for one, two, or more players.

INTRUDER
Four Scenarios for one, two or more players.
Playing time: Thirty minutes to an hour.
Complexity: Fairly easy.
Designer: B. Dennis Sustare.

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(1.0) INTRODUCTION

As man expanded into the universe, he found many planetary systems. Some of these contained habitable planets; most did not. The nature (and expense) of travel between the stars being what it was, the first humans to enter a given system were handfuls of scientists and engineers seeking not conquest, but discovery and information.

As each system was discovered a specially selected and trained exploration group (of no more than two dozen people) was dispatched to make a complete study of the system - a project that often lasted a decade or more. In each case a large Deep Space Station was constructed, to act as a base for exploration, and to preserve the strict quarantine required to prevent contamination of, or by, the new system.

While no intelligent life was to be found for several centuries, the systems close to earth yielded an abundance of lower life forms, ranging from bacteria to "almost human" species similar to dogs, apes and porpoises. In many cases the exploratory teams brought such animals back to their base stations for closer analysis. In the case of Deep Space Station *Prometheus,* orbiting Sigma Draconis, this proved to be a horrible mistake.

(1.1) GETTING ACQUAINTED WITH THE GAME COMPONENTS

Before proceeding further, launch BGE and load the BGE Game File called "Intruder Solitaire.bge". This will show you every component of the game, so that you can familiarize yourself with the gameboard and all the tokens and game charts while your are reading the rules and learning to play the game. It is not necessary to completely understand these items at this time.

(1.2) ABOUT THE DIGITAL CONVERSION

SOFTWARE: BGE v1.1 or later is required to play this digital conversion. This rulebook assumes working familiarity with the BGE software's commands and features.

UPDATED RULEBOOK: This rulebook is based on the original printed game's rulebook, but a number of changes have been made to account for the digital conversion. For examples, all references to cardboard counters or playing pieces have been changed to "token". Any typos, errors, or omissions in the original printed rulebook have been corrected.

UPDATED GAME COMPONENTS: The original printed game had serviceable game components, but they were not particularly attractive. In this new version, the map and game charts been updated to use detailed, full color images, and all the playing pieces have been re-designed with nicer artwork. These changes make the game much more visually appealing.

GAME CHARTS & TABLES: These can be easily referenced using a variety of methods.

EXPANDING THE GAME: Players should feel free to create their own tokens to represent units of their own creation (e.g, Marines, etc.). Blank tokens have been provided with the gamebox download to make it easy to create matching tokens in a graphics program.

SOFTWARE SETUP: You should disable all the dice except for the d6. Purists may wish to enable the d6 dice with pips. If you use BGE for other games, we recommend that you keep a separate BGE installation on your hard drive just for Intruder, so that you don't need to continually customize your BGE installation to support other game systems. If you do so, rename the executable to something like "BGE – Intruder", so as not to share Preferences files with your other BGE installations. You will probably also want to disable or delete the Game Files, Deployments, Dice Macros, and other illustrative files that come with BGE by default.

IN SUMMARY: Playing Intruder should now be a much more enjoyable experience. Setting up a game takes just a few mouse clicks, and there is no clean up. Perhaps most importantly, the re-release of this game (which was out of print for decades) and being able to play online with anyone in the world should make it much easier to find others to play the game with (or against).

(2.0) GAME EQUIPMENT AND SITUATION

(2.1) INTRUDER is a Science-Fiction game representing the actions on board Deep Space Station *Prometheus* after a small and relatively harmless alien creature brought aboard for study began metamorphosing into the most horrible creature ever encountered by man.

(2.11) INTRUDER includes one rules book, one mapsheet/gameboard, 45 tokens (sometimes referred to as "counters" or "markers"), and a six-sided die.

(2.2) INTRUDER is designed primarily as a solitaire game (there is only one player). The rules are written from this standpoint. If desired, several players may participate in the game by using one of the multi-player scenarios **(13.0)** or by playing the solitaire game "by committee".

(2.21) The player acts as the Commander of the station. He has at his disposal the crew (consisting of 9 men and women, including the Commander) along with various weapons and equipment. NOTE: The concept of the player actually being personally represented on the gameboard by one of the tokens is rather nebulous. It is not necessary to designate a specific token as such, and even if this were done there is no advantage or disadvantage resulting therefrom. If the token representing the player were to be killed or to leave the station, the player would then become the senior crewman remaining on board. In a sense, the player is more the entire crew than any specific individual.

(2.22) Players will find it helpful to read the Solitaire Game Set-up **(12.1)** to become familiar with the game components and layout.

(2.3) GAME SCALE. There is no specific game scale in INTRUDER. The station is approximately a half mile across. The tokens represent individual crew members, lab animals, and alien monsters (the "intruders"), as well as weapons

and other articles. Each turn represents an indefinite period of time from a few minutes to, perhaps, an hour. During the periodic "panic" sequences **(10.0)** several hours of "real time" may elapse.

(2.4) GENERAL COURSE OF PLAY

During the set up, an unknown number of lab animal tokens will be mixed with Dummy tokens and a single Intruder tokens. These tokens are then distributed around the station. During each turn, these tokens (which are face down so that the exact location of the Intruder is not known) will be moved by a random process. The player will then maneuver his crewmen to attempt to, initially, secure critical areas and distribute weapons (which are kept locked up in normal circumstances). Once the initial crisis is over, the player will use his crewmen to hunt down the Intruder, which will then be captured or killed. During this time, the Intruder will be attempting to avoid capture, occasionally slaughtering members of the crew.

During the course of the game, the Intruder will "metamorphose" into a more powerful form, gaining new special powers. Needless to say, the longer the monster roams free the harder it will be to subdue.

(2.5) TOKEN LISTING

3 Command Officers
3 Science Officers
3 Engineering Technicians
3 Blasters
3 Sleep Dart Pistols
3 Gas Canisters
3 Flamethrowers
3 Electric Prods
4 Cages
6 Dummy tokens
6 Lab Animals
7 Intruder Power tokens
5 Intruder tokens

(2.6) The gameboard includes a plan view of the Station (this is the main playing area) and two Shuttles. Additionally, various charts and tables are on the gameboard.