

# ***THE BUSINESS CARD GAMES***

A COLLECTION OF FOUR GAMES PLAYABLE ON A  
SINGLE BUSINESS CARD

*ROTATOR* – FOR 1 PLAYER

*REFLECTOR* – FOR 2 PLAYERS

*DEFLECTOR* – FOR 3-5 PLAYERS

*DEFECTOR* – FOR 6 OR MORE PLAYERS

**Designed by Doug Lynn**

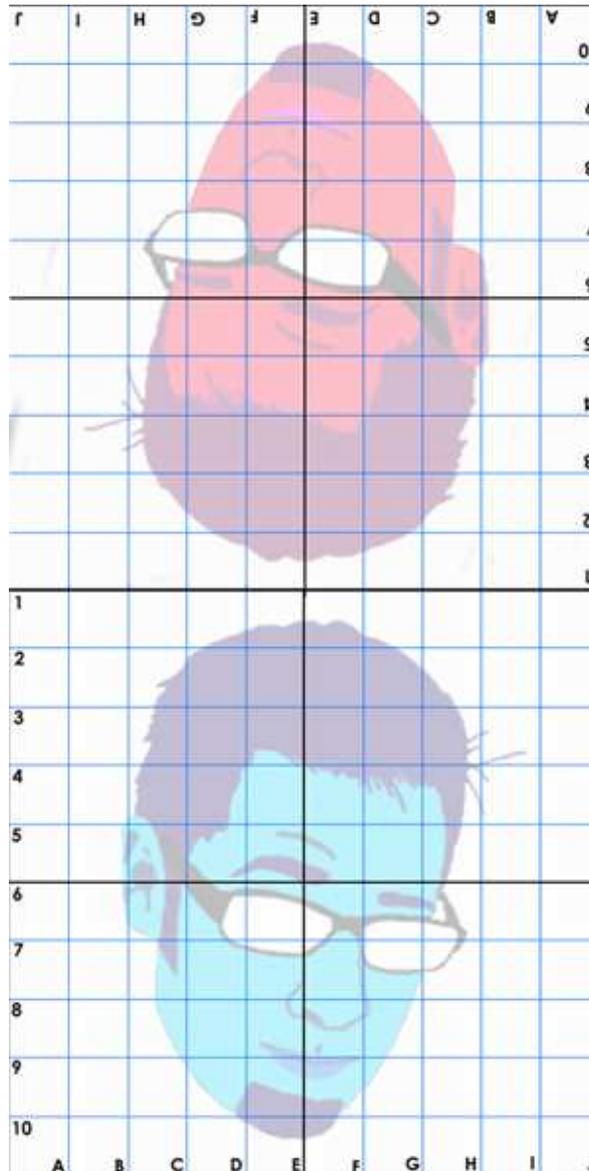
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## ROTATOR

*Rotator* is a maze requiring strategy and planning. You can only move in one direction, but with each move, the map rotates. You'll need to work from one end of the board to the other by going in circles. But be warned – each space you touch will collapse in on itself. Don't be there when it happens. Be careful how you move or one thing's for sure: you're going to be a lot thinner.

## Setting Up

Doug Lynn's Business Card Game Board is set up to work with *Rotator*. The Game side of the card contains a board divided into two grids of 100 squares each. Each grid is built of ten rows (numbered 1-10) and ten columns (lettered A-J).

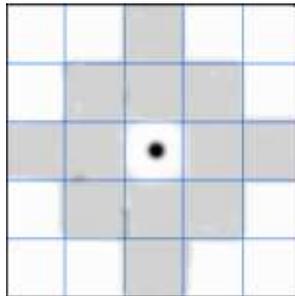


For *Rotator*, you will only need one copy of the game board, along with a pencil with a good eraser. Unfold the card so that it lays flat, grid-side up. *Rotator* uses both sides of the grid as a single ten column by twenty row game board. The game will begin with one of the grid's short sides facing you.

## Getting Started

To begin, choose the location of ten Control Nodes on the game grid, five on each half. If you prefer, you can choose from one of the **example boards** provided.

- A Control Node covers a territorial area surrounding the Node in a diamond shape
  - o Including the Node at the center, this territory is an area encompassing 5 spaces horizontally, 5 spaces vertically, and 3 spaces diagonally in both directions.



- Nodes CANNOT overlap each other or be placed on edge spaces. A buffer of one row is required between an edge and a Node.
- A Node is marked out on a player's grid by a single dot. The diamond-shaped area surrounding a Node is shaded, as is the Node space itself.

In the case of *Rotator*, Control Nodes dictate the layout of the game map. Shaded territory around Nodes represents solid land, whereas unshaded squares represent open air.

## ***The Situation***

Your mission: drill through a rocky world as it tumbles through the air. You are in possession of an auger. This auger is not the highest-quality piece of technology you will find, but it's enough to drill through the occasional layer of rock you find beneath you. Using only this auger, you must burrow from one side of the game map to the other.

Using the game map you've just established, your task is to cross from Row 10 of one grid to Row 10 of the other. Naturally, there are a few obstacles that stand in your way.

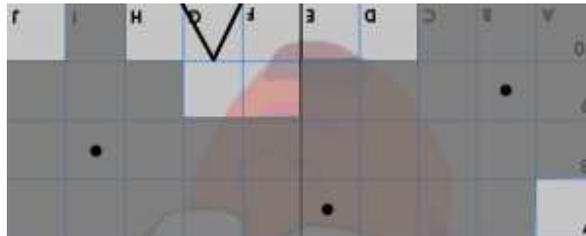
Gravity restricts your movements to a single direction – down. However, “down” isn't as straightforward as it seems. With each move you make, the game board rotates clockwise 90 degrees. Regardless of the orientation of the board, the direction of travel will always be towards you. As a result, it will take some careful planning to avoid simply traveling in a circle.

On top of this, you face an additional challenge. As you travel, you leave behind a trail of instability. Each space you touch will eventually collapse in on itself. After three turns, any space you contact turns back into solid rock – even a space that originated as air. If you're not careful, this space can collapse in on you. If it does, your burrowing adventure comes to a swift end.

## Making a Move

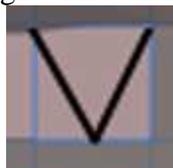
Each move in *Rotator* involves four steps. We'll discuss these steps briefly below, then move on to demonstrate a **hypothetical example**.

To begin, you may pick any square on the top row of the grid from which to make your first move. Mark this starting space with a triangle, its point facing down.



### Step 1: Fall

- Any spaces which are not shaded in represent open air. When you encounter a pocket of open air, you fall until you hit the ground.
- Mark any spaces you pass through with a triangle pointing down.



### Step 2: Collapse

- In this step, each space you pass through moves a step closer to closing in on itself.
- Any previously contacted spaces should already be marked with triangles. To these, add a horizontal line.
  - o Lines are added to crossed spaces to indicate their age. For instance, a triangle with a single line through it would represent the previous turn; two lines, the turn before that.



- o Do not add a line to any space you just passed through on a Fall. (i.e., do not mark any triangles that are pointing down. Triangles from older moves will all face different directions.)
- When a space is marked with two lines, it collapses on the next turn and becomes a Solid space. Erase any markings on the space and shade it in.



- If you are within a space that collapses, the game ends.

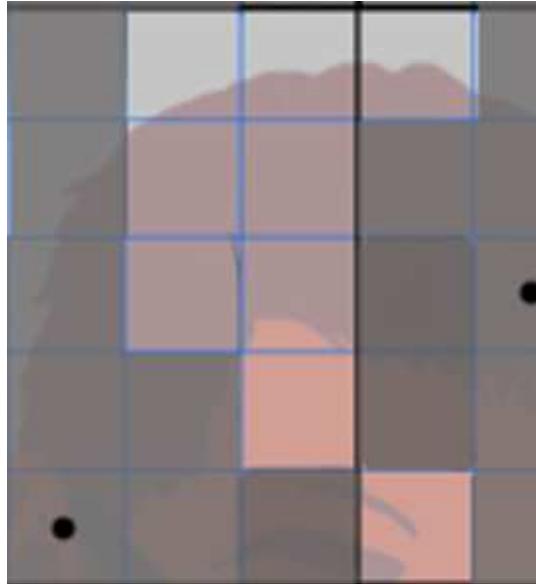
### **Part 3: Drill, Baby, Drill!**

- From this point, you can travel down ONE space into the ground beneath your current position. Erase the shading in the selected space and mark it with a triangle pointing down.
  - o Any space you pass through (marked with a triangle) becomes an Open space. If you encounter the space again, you will fall straight through it. HOWEVER, do not place fresh markings on a space that has already been marked. Remember that these spaces age with time – a collapsing space continues collapsing as you pass through it.
- If you drill into a space that has only Open spaces beneath it, you will fall through those spaces until you hit the ground again.
- You can drill only once per turn. If you drill and then fall, you cannot drill again until the next turn.
- Generally, each round of drilling will only cover one space.
  - o **Drilling Boost:** The Drilling Boost is a cache of additional spaces you can drill through. Over the course of the game, you are allowed to use only **10 Boost Spaces**. Additionally, during a single turn, you can drill no more than 3 spaces at any one time (one standard space and two Boost Spaces). Use Boost Spaces sparingly to reach air pockets and Control Nodes.
- If you hit a Control Node, you clear out every Solid space covered by that Node. Mark each space accordingly by erasing its shading and adding an arrow pointing down.
  - o When you claim a Control Node, your next move can be made from ANY SPACE covered by the Node.
  - o Captured Node spaces will collapse at the same rate as all other spaces you pass through. Upon collapse, the Node returns to its original state.
- In some cases, it may prove advantageous not to drill through any spaces.  
**DRILLING CAN BE SKIPPED IN ANY TURN.**

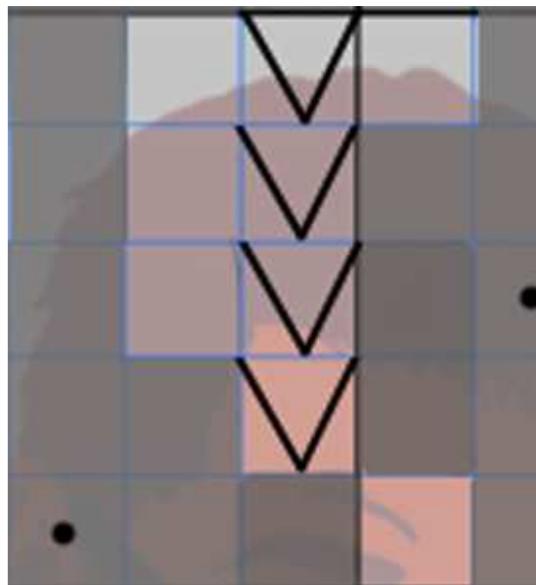
### **Part 4: Rotate**

- Rotate the game board 90 degrees clockwise to begin a new turn. Return to Part 1 and continue on.

## *Hypothetical Sequence*

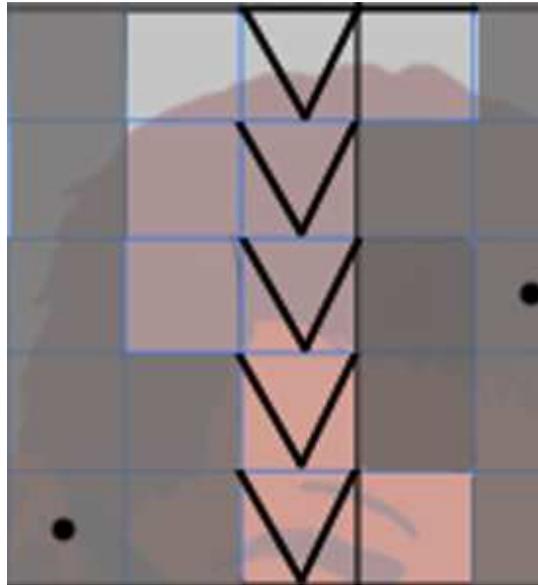


Here we see a section of the grid containing a large air pocket. Currently, the player is just off the top of the screen. The board has just rotated 90 degrees (Step 4).



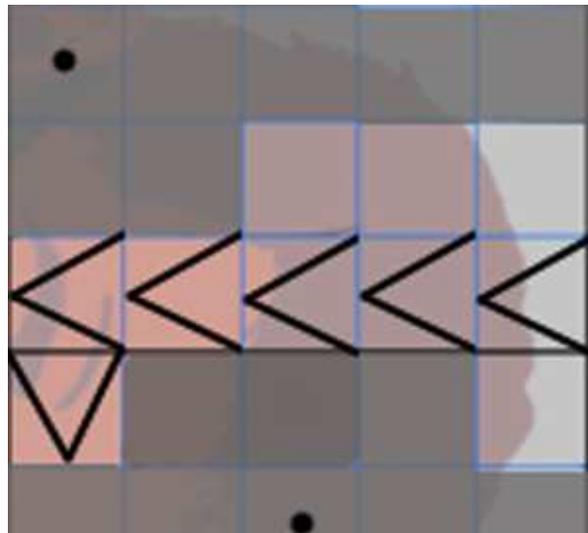
This leads into a Fall (Step 1). The player drops from the starting position through all of the open spaces below. Each one is marked with a triangle pointing in the direction of travel.

In the next frame, we skip Step 2 (Collapse) as the previous position is off the screen. We'll get to that later.

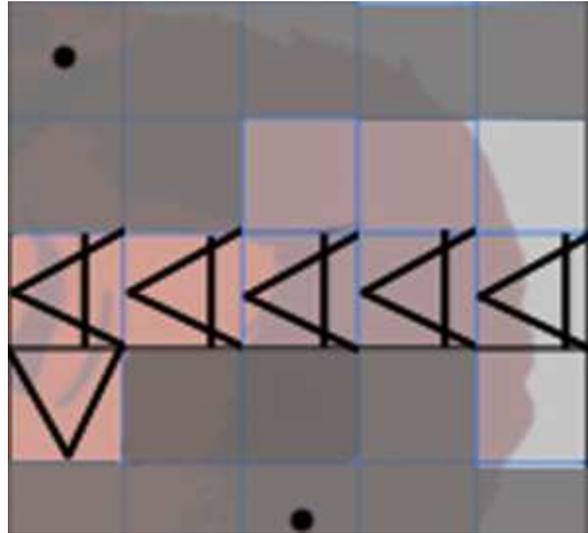


What we see here instead is Step 3 (Drill). The Solid space beneath the player's position is cleared out and the player drops down into the now-empty space. (In this instance, though we can't see it, the next space down is also Solid. If the next space were Open, the player would fall and the path would continue until the next Solid space.)

From here, we move on to Step 4 and rotate the board 90 degrees clockwise.

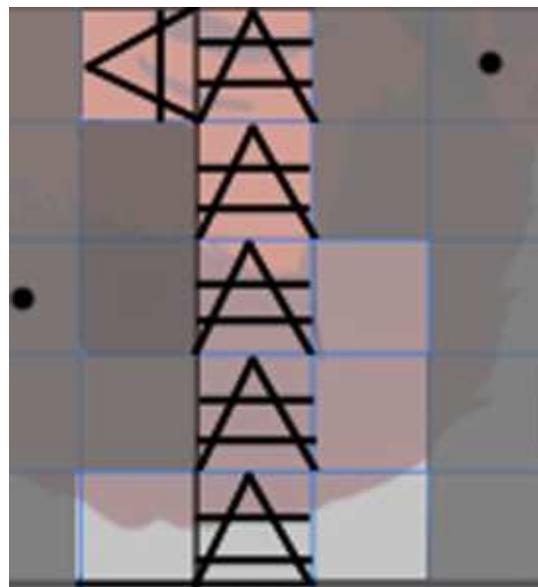


With the board rotated, we move back to Step 1. The space immediately below the player's previous position is Open, so she falls right into it.

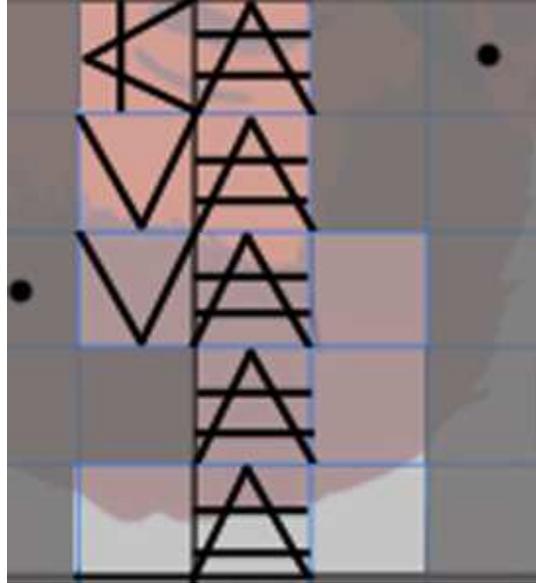


Now we get a chance to take a look at Step 2 (Collapse). The left-pointing triangles come from the player's previous turn. Inside each, a single line is added to indicate their age. Since the downward-facing triangle is from the player's current turn, it remains unmarked.

Normally, the player would now move on to Step 3 and drill into the next space down. Instead, we'll skip ahead a little. We'll rotate the board another 90 degrees (Step 4).

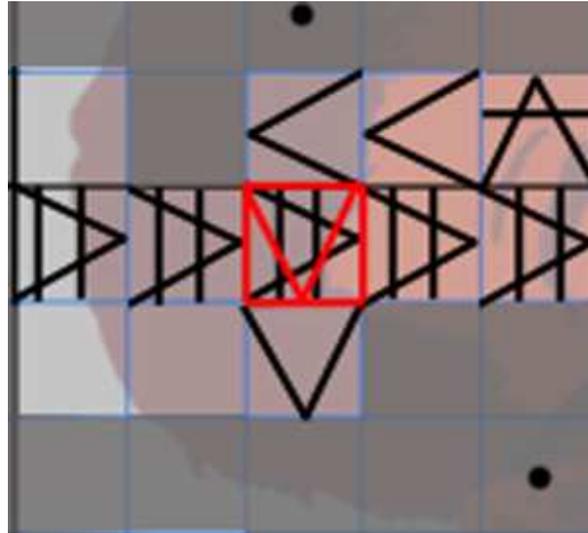


Now, what's going on here? We've skipped Step 1. As you can see, there's nowhere to fall from the player's last position. That being the case, we move on to Step 2. Before, we'd added a line to each of the triangles on the right. Now that we've moved on to another turn, they age again, so they each get a second line. At the same time, the mark from the previous turn (pointing left) gets a line of its own.



With everything properly aged up, we move on to Step 3. The particular drill pattern you see here is special as it covers two spaces, rather than one. In this case, the player is drilling through the standard single layer, then utilizing a Drill Boost to move forward one extra space. Remember: Drill Boosts can only be applied once per turn and can only provide you with up to two extra spaces. You get only 10 Boost spaces for the entire game, so use them sparingly.

We'll rotate the board one more time and move on.



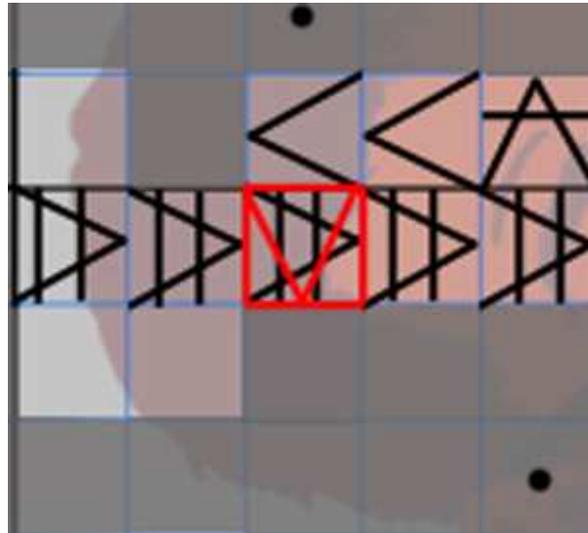
What's all this mess? This is a standard Step 1 move, a fall. As this picture illustrates, any space you pass through behaves like an Open space. The player has fallen through her previous path and landed on the Solid space below. In this case, however, the space that has been crossed does not receive a new marker. It has already been touched, and its age continues to increase.



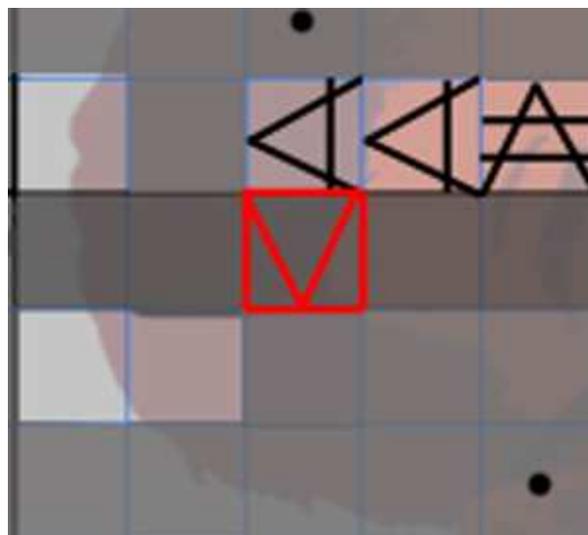
On that note, we move on to Step 2. As you can see, the marked spaces above have all received fresh markings indicating their age. However, the right-facing triangles running through the middle of the screen have been removed and shaded in. Having passed through three turns, these spaces have aged and collapsed in on themselves. These spaces have all now become ordinary Solid spaces. Keep in mind that even the spaces which originated as Open spaces before being touched have become Solid. This applies to EVERY space the player touches.

With this out of the way, we would then drill, rotate again, and so on.

## Loss



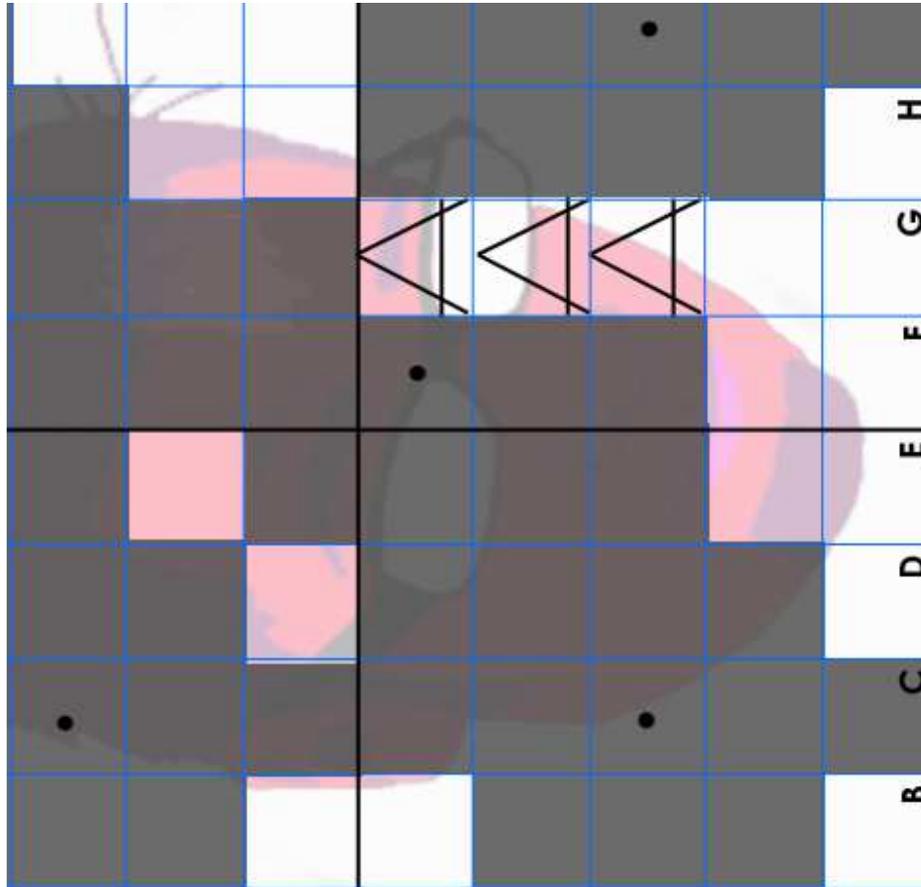
You may ask, “What happens if a space becomes Solid when I’m still on it?” The answer is simple: you lose. In this case, the player falls back through an old path and lands within it.



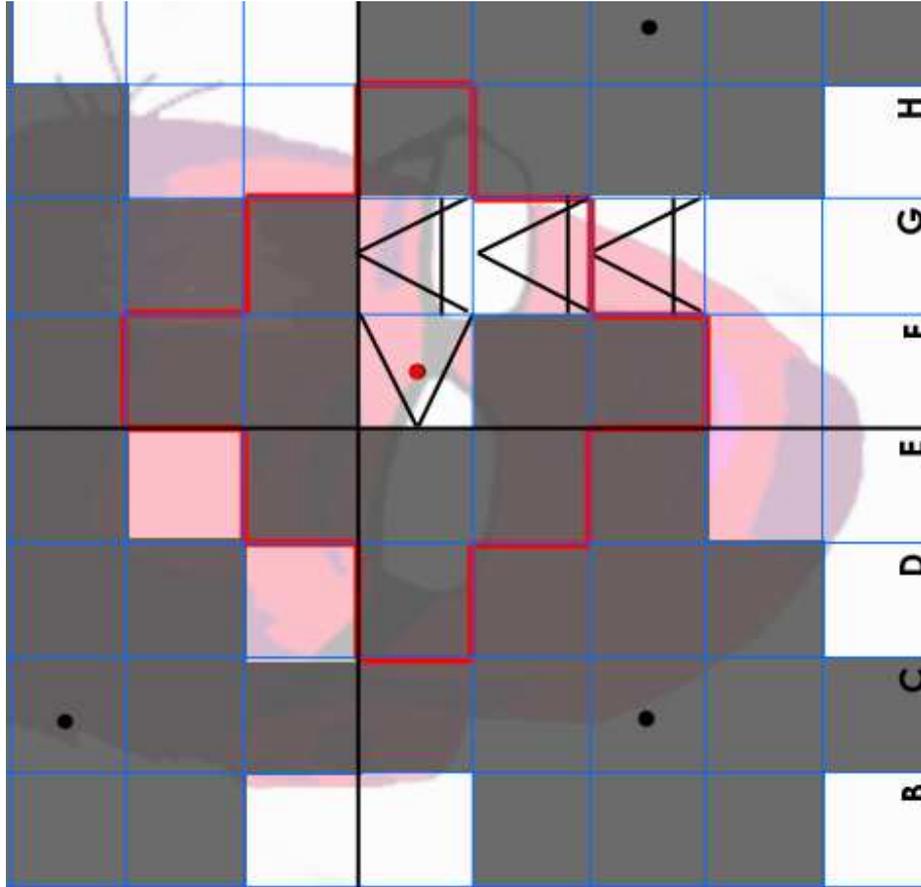
Following the standard sequence, spaces collapse before any drilling takes place. As a result, the player is stuck. The space becomes Solid and the player is trapped, resulting in a loss.

## Nodes

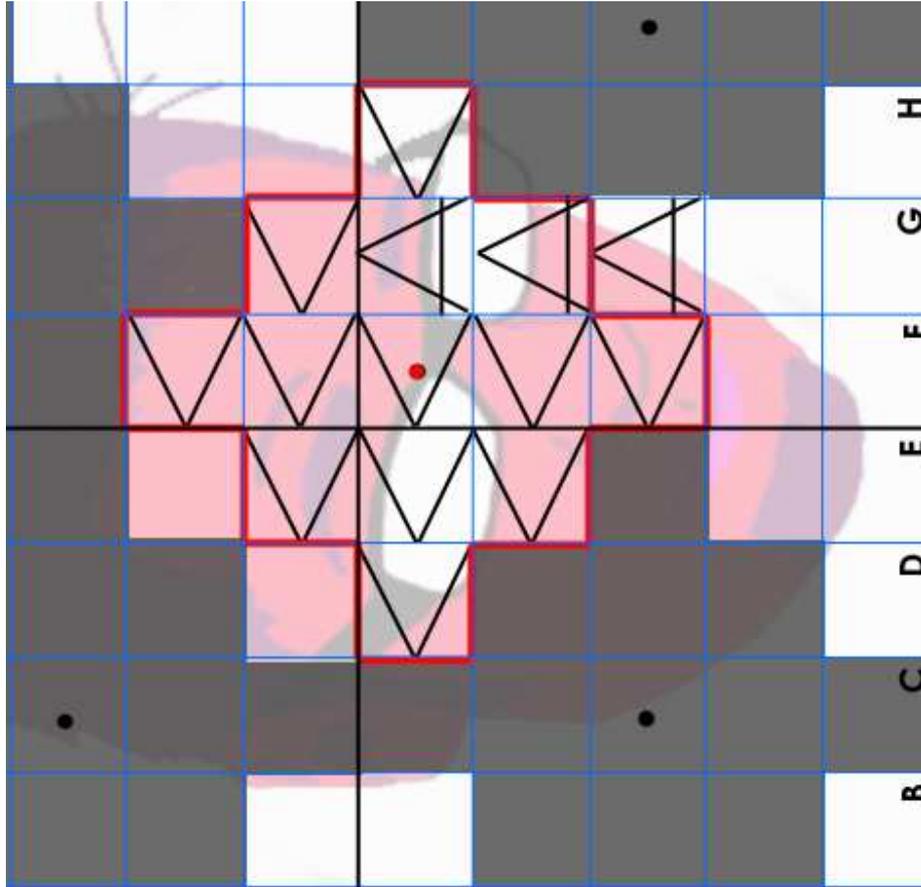
Is there anything special about Node spaces? You bet.



Here, the player is in a position to drill down into a Node space.



The player drills down into the Node and marks the move accordingly. Now, though, something unique happens. The area controlled by the Node (outlined in red) clears out.

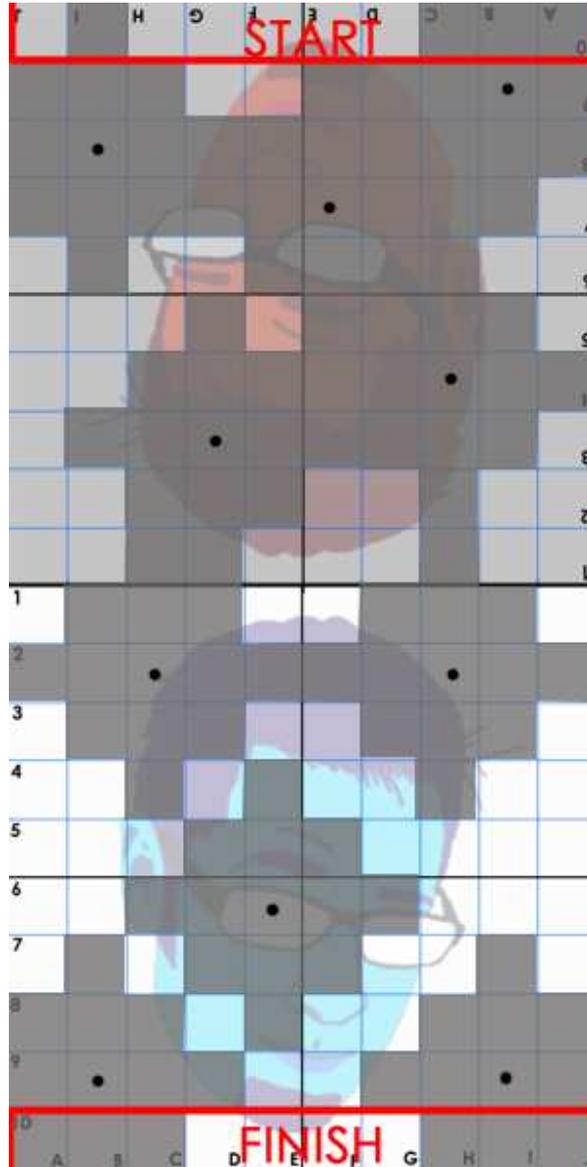


Just as with any other move, all of the spaces that have been cleared in this turn are marked with downward-facing triangles. (Keep in mind – the previous move retains its age and does not receive new markings.) However, the player doesn't fall through the newly-created open space.



## ***Victory Conditions***

The objective of the game is to travel from anywhere on Row 10 of one grid to anywhere on Row 10 of the other, i.e., traveling the length of the board. As soon as this is achieved, you win.

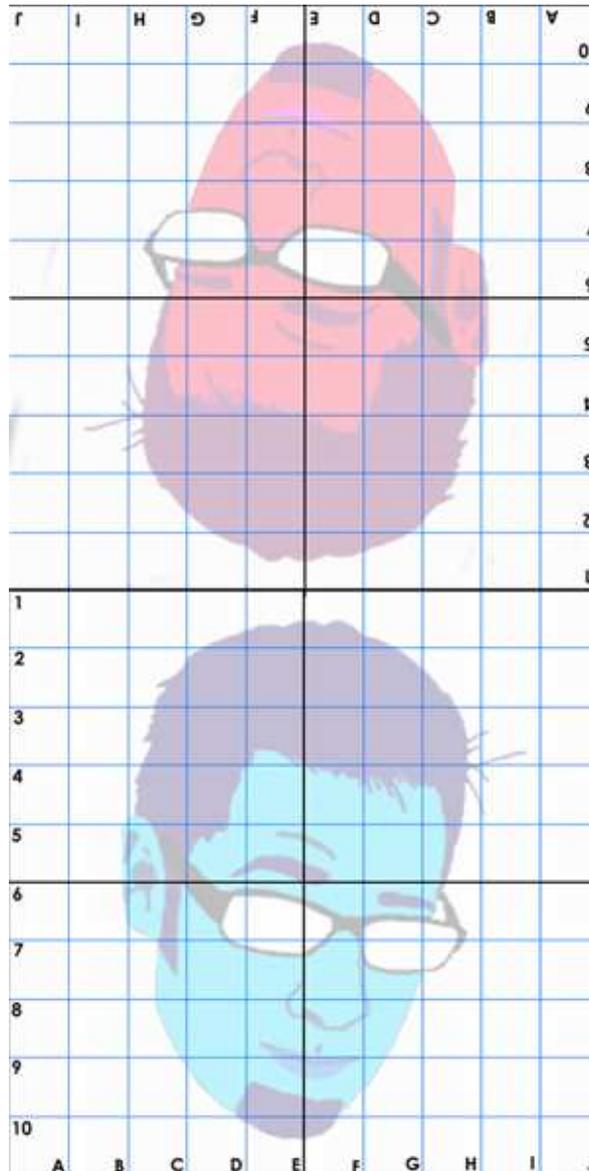


## REFLECTOR

*Reflector* is a game about giving and taking. Specifically, it's about giving and taking pieces of territory. Two players fight to claim each other's territorial claims one little square at a time. Seek out your opponent's territorial control nodes to claim vast swaths of territory at once. But be warned...with every new space you gain, you sacrifice another. Stay alert, or you could turn out to be your own worst enemy.

## Setting Up

Doug Lynn's Business Card Game Board is set up to work with *Reflector*. The Game side of the card contains a grid divided into two boards of 100 squares each. Each grid is built of ten rows (numbered 1-10) and ten columns (lettered A-J).

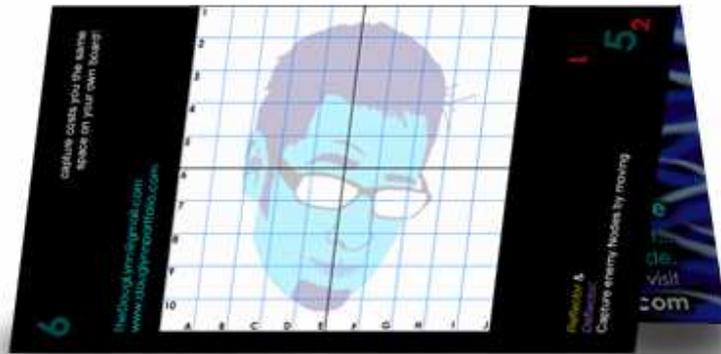


To play, you will need at least two copies of Doug Lynn's Business Card Game Board and a pencil with a good eraser. (Note: You can always set up your own 10 x 10 grids in the event you lose the existing cards.)

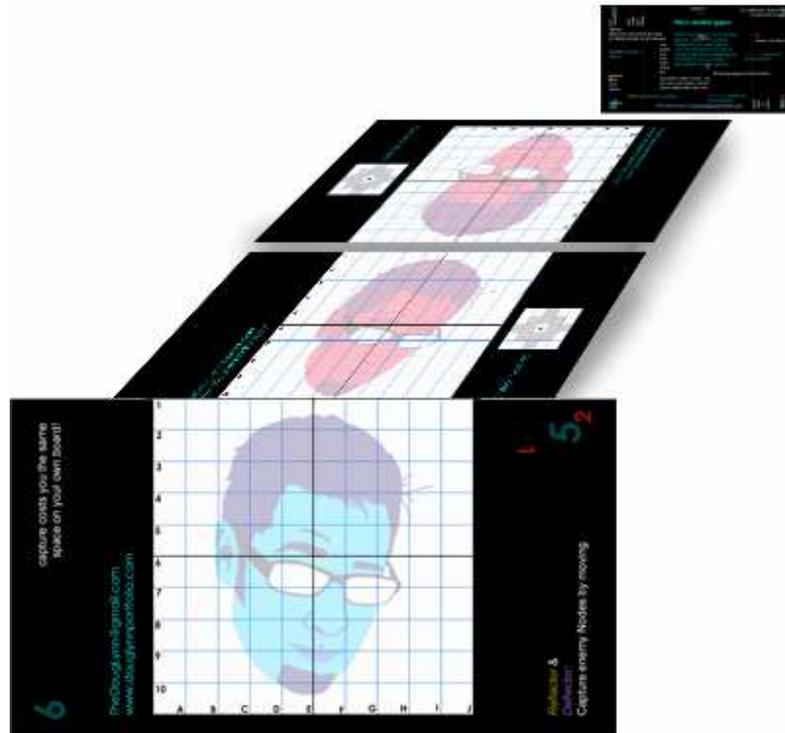
For *Reflector*, each player will need two different 100-square game grids. One grid serves as the Private Grid. Players keep this grid to themselves, using it to display any

and all necessary information about their game board. The second grid serves as the Public Grid. This grid is displayed to both players as a reference, displaying only information uncovered over the course of gameplay. Depending on the number of cards you have, there are a few different ways to set up the game board for play.

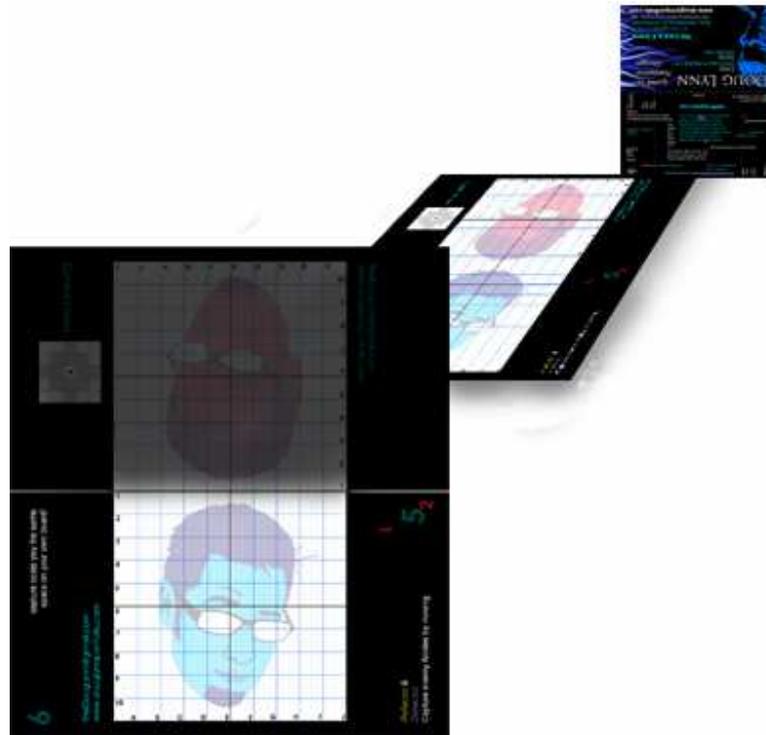
- For Two Cards
  - o Option A – Fold the card in half along the center line. Stand the card on end such that you and your opponent can each see a different half of the grid. The side facing you is your Private grid, while the side facing your opponent is your Public grid.



- Option B – While destruction of this precious business card is not preferred, it provides a more logical and intuitive layout for the play of *Reflector*. Cut the card along its center line so as to divide the grid in two. Retain one half of the grid to serve as your Private grid. Place the second half of the grid in the center of the play surface. Lay your grid such that its top end (Row 1) is facing the top end of your opponent's grid. Combined, these two Public grids represent the entire game space.



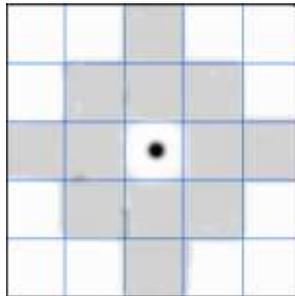
- For Three Cards
  - o If you have the luxury of access to a third card, there is no need for folding or cutting of any kind. Place one card in the center of the play surface, grid side up. One grid faces you, while the other faces your opponent. This represents the Public grid space. Each player retains a separate card. Choose one half of the card to serve as your Private grid.



## Getting Started

To begin, each player chooses the location of five Control Nodes on the game grid. These Control Nodes are marked out only on each player's Private grid, and they mark out the initial territory controlled by each player.

- A Control Node covers a territorial area surrounding the node in a diamond shape
  - o Including the Node at the center, this territory is an area encompassing 5 spaces horizontally, 5 spaces vertically, and 3 spaces diagonally in both directions.



- Nodes CAN overlap each other or be placed on edges, but the territory they control is limited to the grid space.
- A Node is marked out on a player's private grid by a single dot.

Control Nodes represent a player's territory.

- Each player's territory is represented by a different symbol. For example, territory controlled by Player 1 may be identified with an 'X', Player 2, with an 'O'. Stars, boxes, or any chosen symbols can be used.

With the boards established, the game begins.

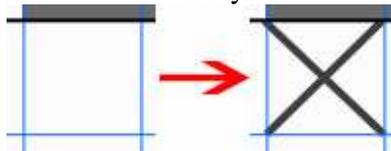
## ***Playing the Game***

Taking turns, players work to slowly expand territory and gain control of all of an opposing player's Control Nodes.

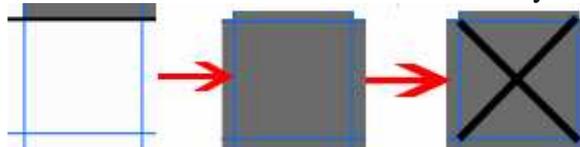
To begin, players can flip a coin to choose who will make the first move.

The player making a move (the "Shooter" player) selects a location adjacent to any territory he owns. In doing so, the Shooter lays claim to the selected space, capturing that piece of territory. When a space is captured, the opposing player (the "Target" player) must reveal the status of the space and mark it as one of the following:

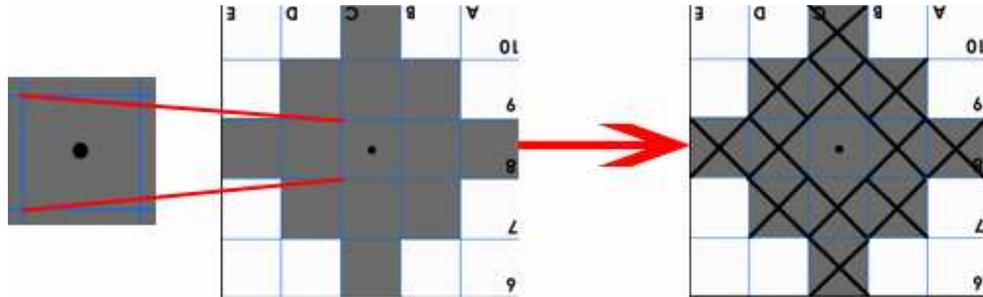
- "Null", a space not covered by any Control Nodes. The Target player simply marks this space with the Shooter's I.D. symbol.



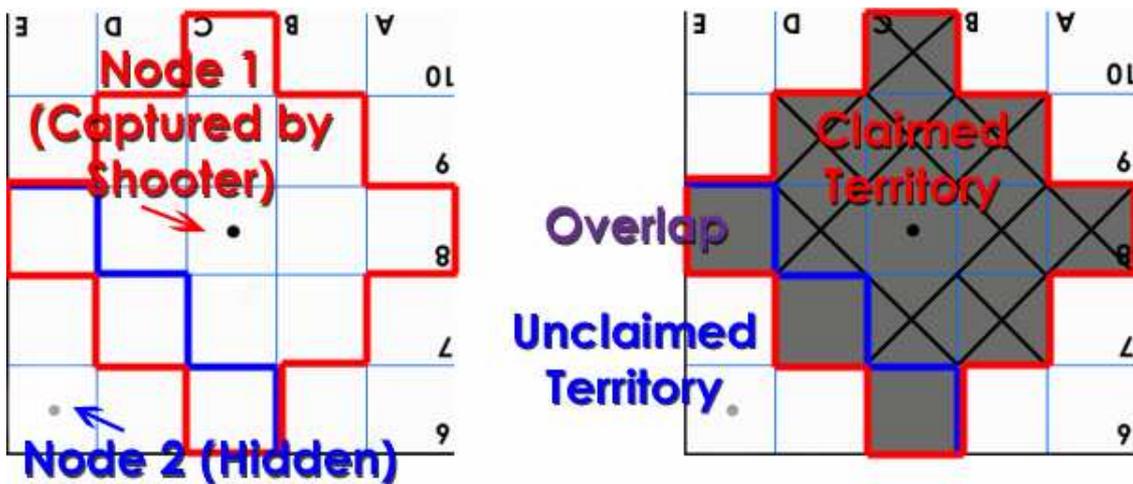
- "Owned", a space within the control range of the Target player's Control Node. For reference, the Target player shades in this space on his public grid. Once shaded, the space is then marked with the Shooter's I.D. symbol.



- “Node”, a Control Node owned by the Target player. By capturing this space, the Shooter takes possession of all of the spaces the Node controls.



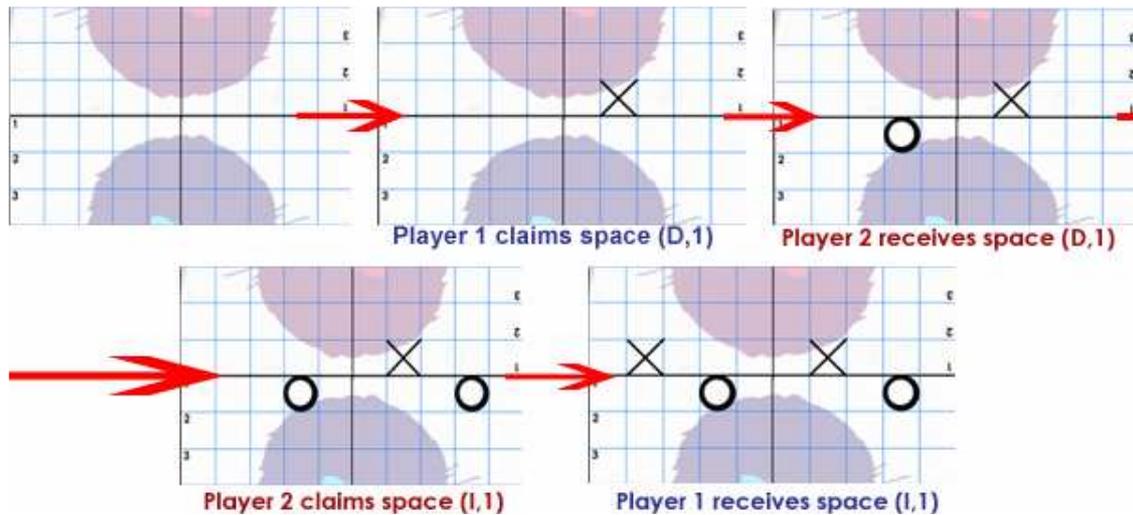
HOWEVER, if that territory overlaps with that of another Node still controlled by the Target player, the Target retains control of any overlapping territory. For reference, all spaces within range of the Node are shaded in, but only those outside of the overlap area are given an I.D. symbol. The Target player marks the Public grid as such.



If any Nodes lie within the overlap area, their positions are marked out on the Public grid. Essentially, by capturing a Node, the Shooter reveals all information for the spaces within that Node's range.

## THE KEY RULE: Reflection

After a player captures a space on the opponent's board, the player must concede that same space on his or her own board. For example, if Player One takes possession of grid space (F,3) on Player Two's board, Player Two also gains possession of space (F,3) on Player One's board. Thus, a Shooter is selecting not only a space to claim, but a space to concede. This 1:1 exchange of territory is a key aspect of every move.



- The only exception to this 1:1 exchange is the capture of a Control Node. If the Shooter claims an opponent's Control Node, he gains access to all of the territory that Node controls. However, upon reflection, only the space containing the Node is conceded to the Target player. Thus, while the Shooter can earn up to 13 spaces by claiming a Node, the Target gets only one in return.
- Be advised, however, that this situation also applies in reverse. If the Shooter concedes a space on her own board containing a Node, the Target player claims all of the territory controlled by the Node.

Once a space has been claimed and subsequently conceded, the Shooter and Target reverse roles. Players continue to take turns as such for the remainder of the game.

## ***Movement Restrictions***

Each player's first move can be made anywhere on the top row (Row 1) of the enemy's board.



However, each subsequent move can ONLY be made in a space directly adjacent to each player's existing territory. Players cannot simply pick and choose points, but must work forward from previous claims. Additionally, in *Reflector*, players may not claim new territory on their own game boards.

## ***Victory Conditions***

When all Control Nodes on one side of the board have been captured by the opposing player, the game is over. The player with remaining unclaimed Nodes is declared the winner.

In rare cases, the final Node on both sides of the board may be in the same location. When captured, the reflection of this move results in the capture of the opposite Node, as well. As a result, both players lose at the same time. In the event of such a draw:

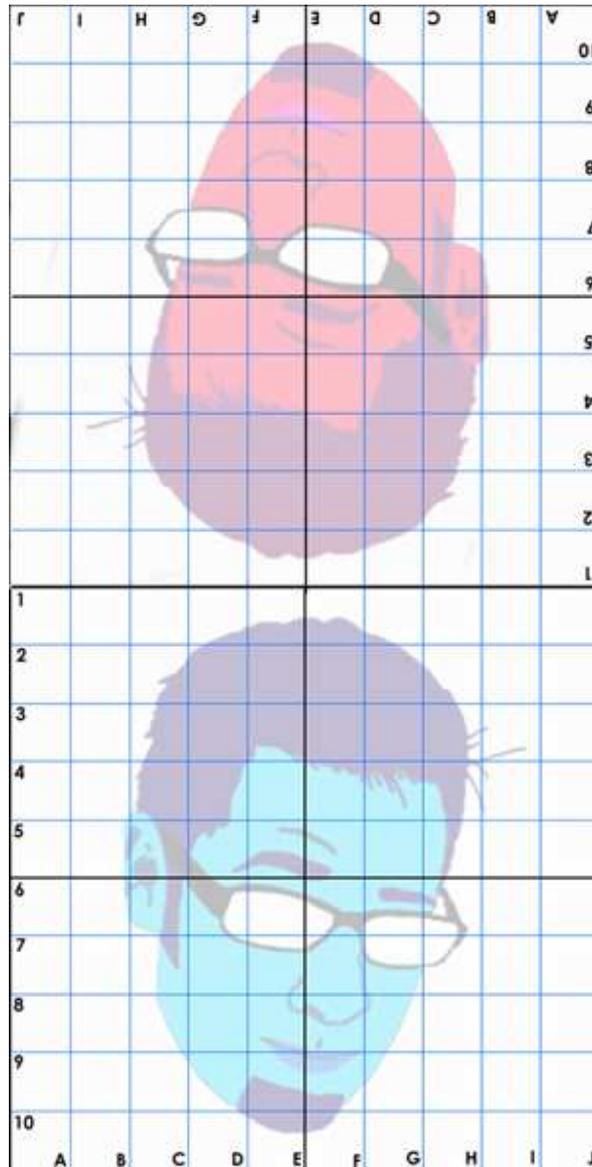
- Players count the number of spaces they control on the opponent's board.
- The player controlling the greatest number of spaces wins.
- In the event these values are identical, the game results in a True Draw. Neither player is the victor.

## DEFLECTOR

*Deflector* is a game of selfishness and self-preservation. As you seek to take down your fellow players, you can defend yourself by diverting enemy attacks to your neighbors. A careful setup, strategy, and a little bit of luck can all help you survive.

## Setting Up

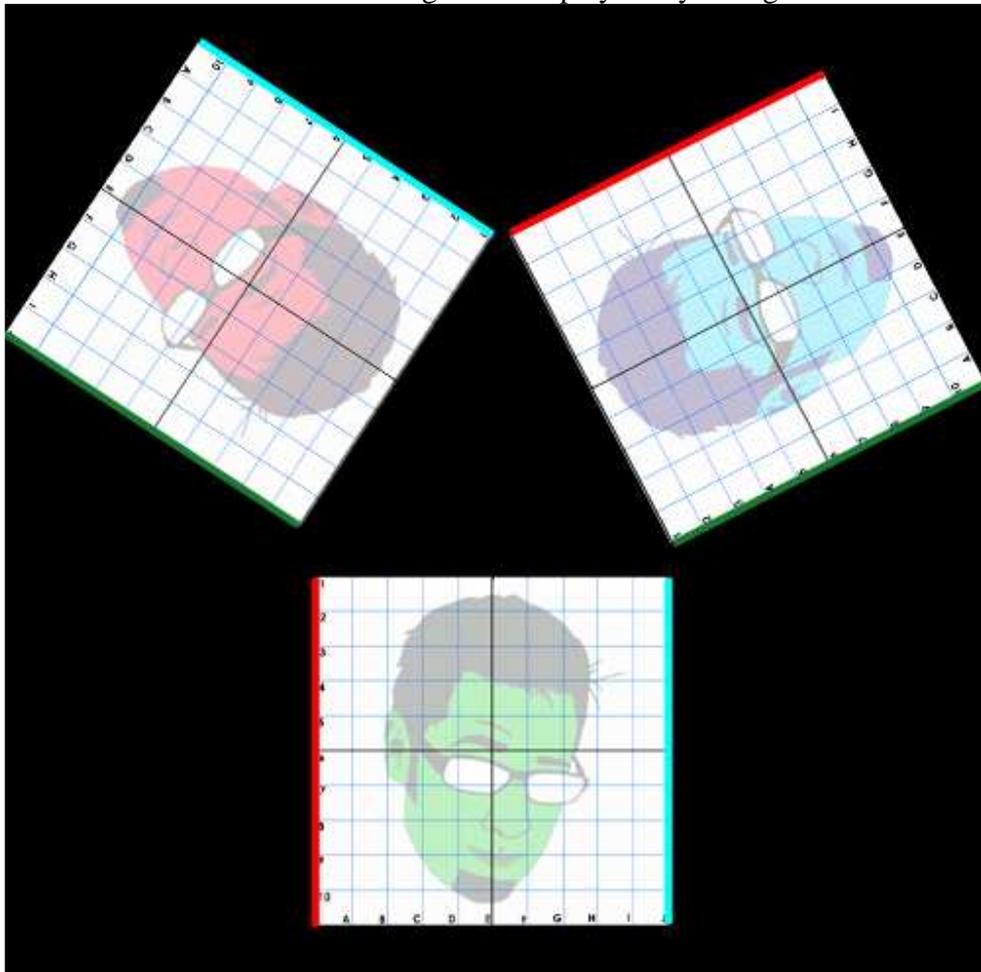
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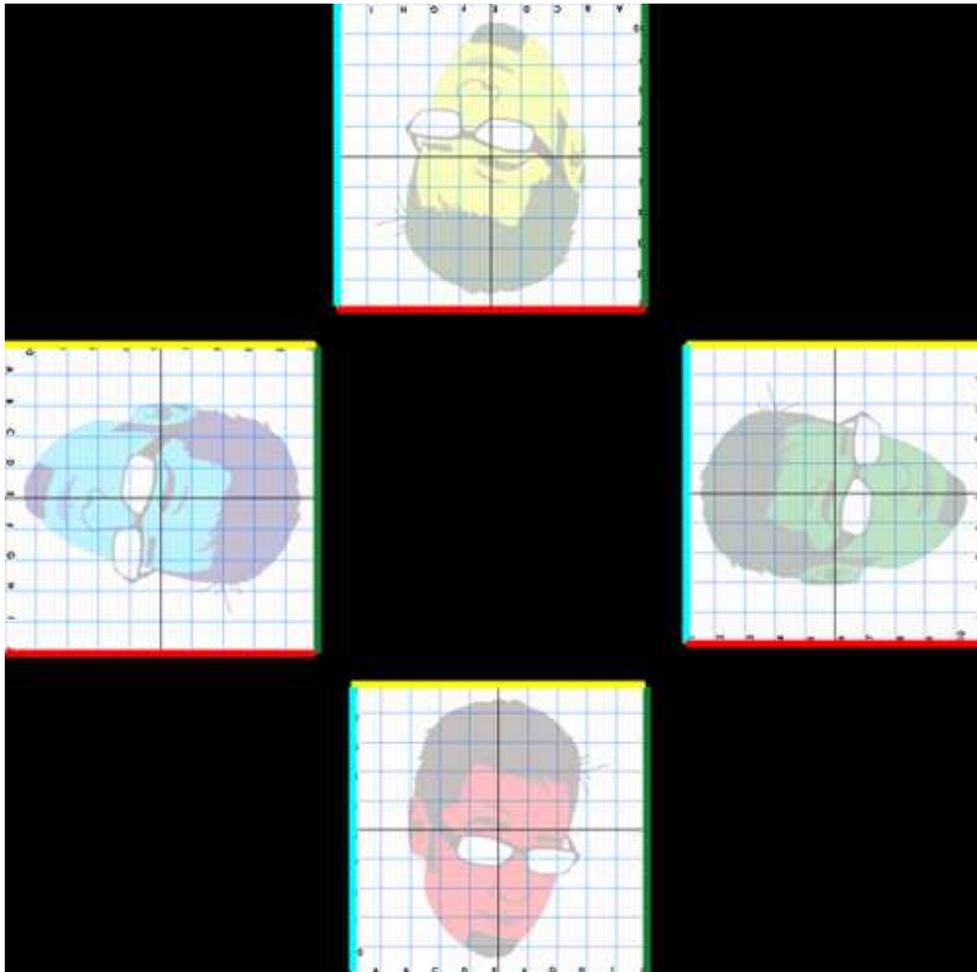
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Depending on the number of cards you have, there are a few different ways to set up the game board for play.

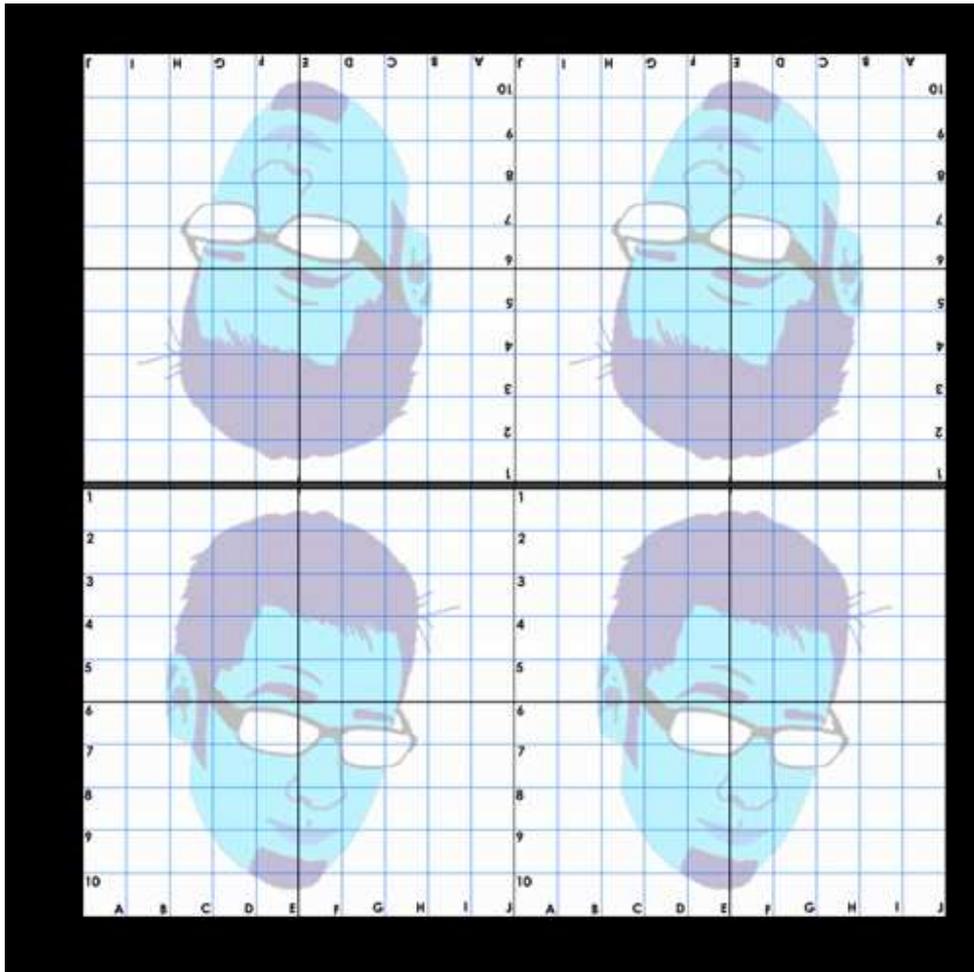
- Number of Cards = Number of Players: While destruction of this precious business card is not preferred, it provides a more logical and intuitive layout for the play of *Deflector* than other methods. Cut the card along its center line so as to divide the grid in two. Retain one half of the grid to serve as your Private grid. Place the second half of the grid on the play surface such that the top row (Row 1) faces the center. Have all other players do the same. Depending on the number of players, there are a number of arrangements:
  - o 3 Players: Each player's grid connects to neighboring grids through its left and right sides. Column A on your grid serves as the bridge to Column J on the grid of the player to your left. Likewise, Column J on your grid connects to Column A on the grid of the player to your right.



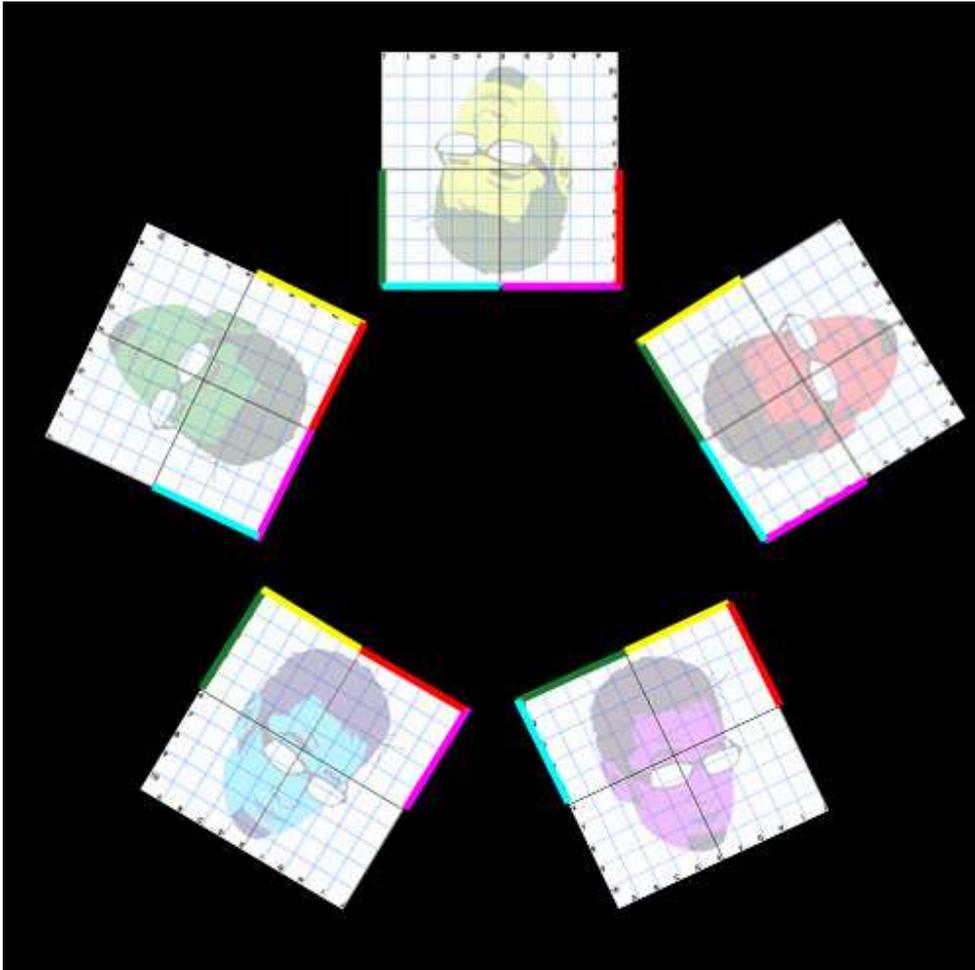
- 4 Players:
  - Option A – “Full Access.” Each grid is connected through the left and right sides, as well as the top. Column A on your grid bridges to Column J on the next grid to your left, Column J on your grid bridges to Column A on the next grid on the right, and Row 1 connects to Row 1 of the grid across from you.



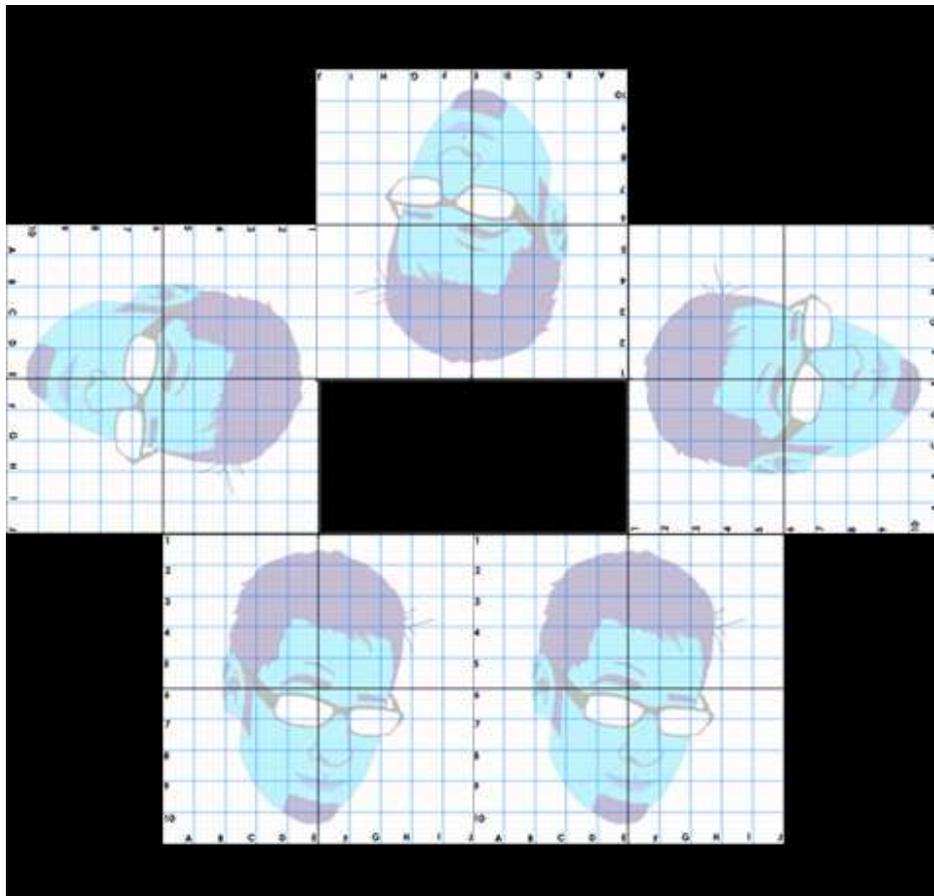
- Option B – “Partial Access.” The grids are arranged in a square such that all of their tops (Row 1) meet along a center line. The connecting points on the square (one side and the top of each grid) serve as the bridge points between these grids. NOTE: As a result of this formation, each grid will only contact two of the three opposing players’. The extra grid can only be accessed by moving through one of the other grids.



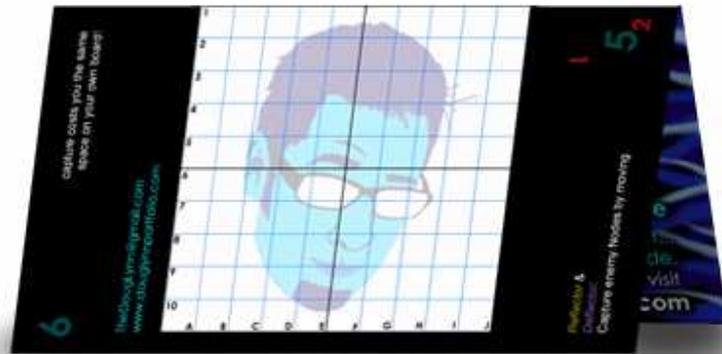
- 5 Players:
  - Option A – “Full Access.” Grids are connected via their sides and tops. The top half of Column A connects to the first player on the left. The left half of Row 1 connects to the second player to the left. The top half of Column J connects to the first player on the right. The right half of Row 1 connects to the second player on the right.



- Option B – “Partial Access.” The grids are arranged in a pentagonal formation. Two grids connect via their sides (Column A to Column J). From here, one grid is placed such that the top half of Column J connects with the left half of Row 1 on the left-side grid. Similarly, the fourth grid is placed such that the top half of Column A connects with the right half of Row 1 on the right-side grid. The final grid is placed between these two grids such that the top halves of its Columns A and J connect with the respective halves of Row 1 in the two separated grids. NOTE: As a result of this formation, each player can only access the grids of two of the other four players. The unconnected grids can only be accessed by moving through the other grids.



- If players have a good visual sense, the above layouts can also be depicted by simply envisioning (or sketching out) the connecting points on the edge of the card. In this case, an alternate setup option is to fold the card in half along its center line. Stand the card on its ends so that one side faces you and one side faces the other players. The side facing you represents your Private grid. The side facing out still represents your grid, but serves as your Public grid.

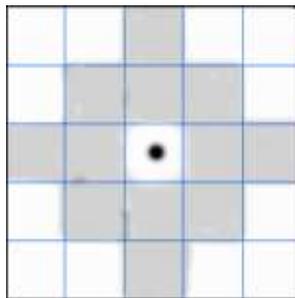


- Number of Cards > Number of Players: If players have a greater number of cards than people, the same setup rules apply. This simply allows you to avoid destroying my business card.

## Getting Started

To begin, each player chooses the location of five Control Nodes on the game grid. These Control Nodes are marked out only on each player's Private grid, and they mark out the initial territory controlled by each player.

- A Control Node covers a territorial area surrounding the node in a diamond shape
  - o Including the Node at the center, this territory is an area encompassing 5 spaces horizontally, 5 spaces vertically, and 3 spaces diagonally in both directions.



- Nodes CAN overlap each other or be placed on edges, but the territory they control is limited to the grid space.
- A Node is marked out on a player's private grid by a single dot.

Control Nodes represent a player's territory.

- Each player's territory is represented by a different symbol. For example, territory controlled by Player 1 may be identified with an 'X', Player 2, with an 'O'. Stars, boxes, or any chosen symbols can be used.

Additionally, each player selects the location of twenty "Deflectors" to be placed, in secret, around the game grid. Deflectors are protective positions covering a single space each. When hit, Deflectors divert an enemy's attack onto a neighbor's board. They can be placed anywhere on a player's grid (with the exception of on Nodes), but each one can only be used once. Deflectors are marked out by a Slash symbol (/).

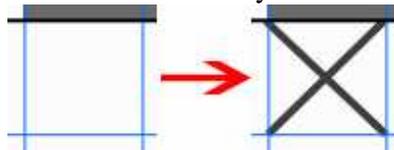
## ***Playing the Game***

Taking turns, players work to slowly expand territory and gain control of all of the opposing players' Control Nodes.

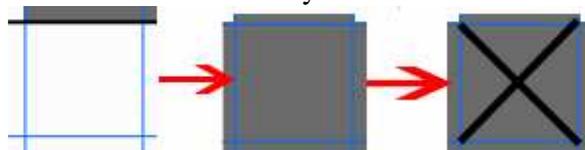
The youngest player goes first.

The player making a move (the "Shooter") selects a location adjacent to any territory he owns. In doing so, the Shooter lays claim to the selected space, capturing that piece of territory. When a space is captured, the opposing player (the "Target" player) must reveal the status of the space and mark it as one of the following:

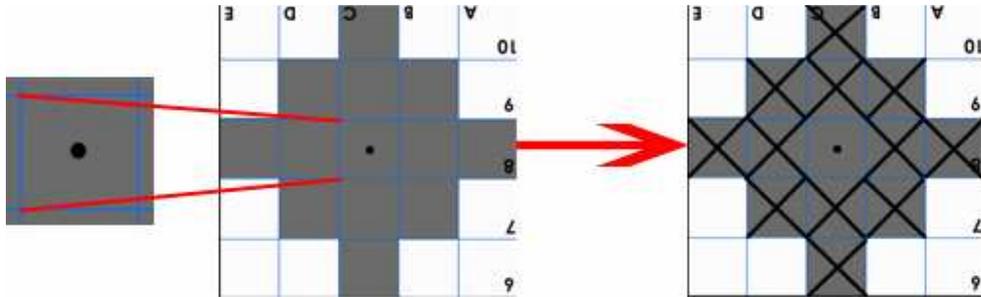
- "Null", a space not covered by any Control Nodes. The Target player simply marks this space with the Shooter's I.D. symbol.



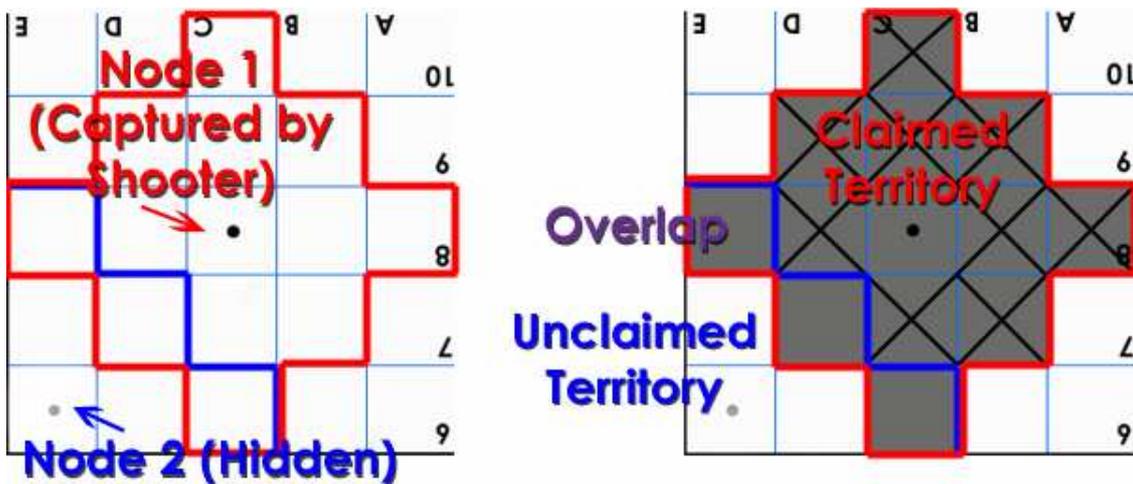
- "Owned", a space within the control range of the Target player's Control Node. For reference, the Target player shades in this space. Once shaded, the space is then marked with the Shooter's I.D. symbol.



- “Node”, a Control Node owned by the Target player. By capturing this space, the Shooter takes possession of all of the spaces the Node controls.

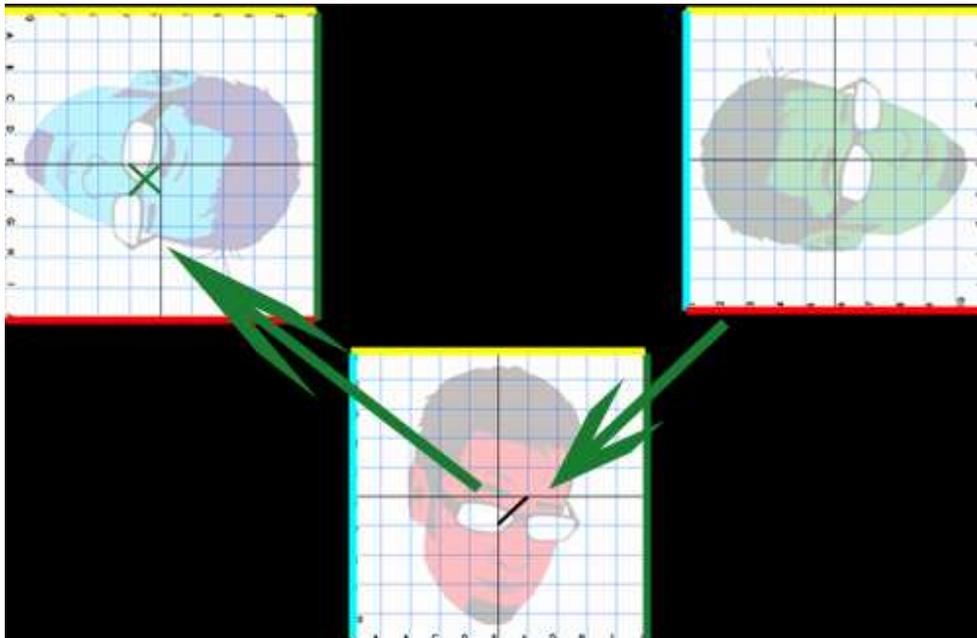
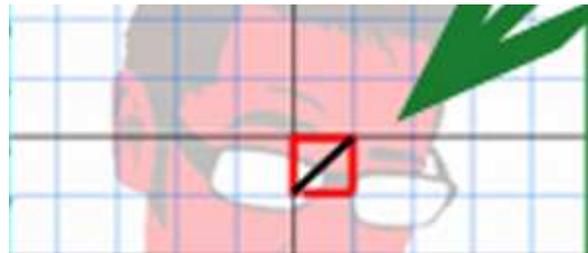
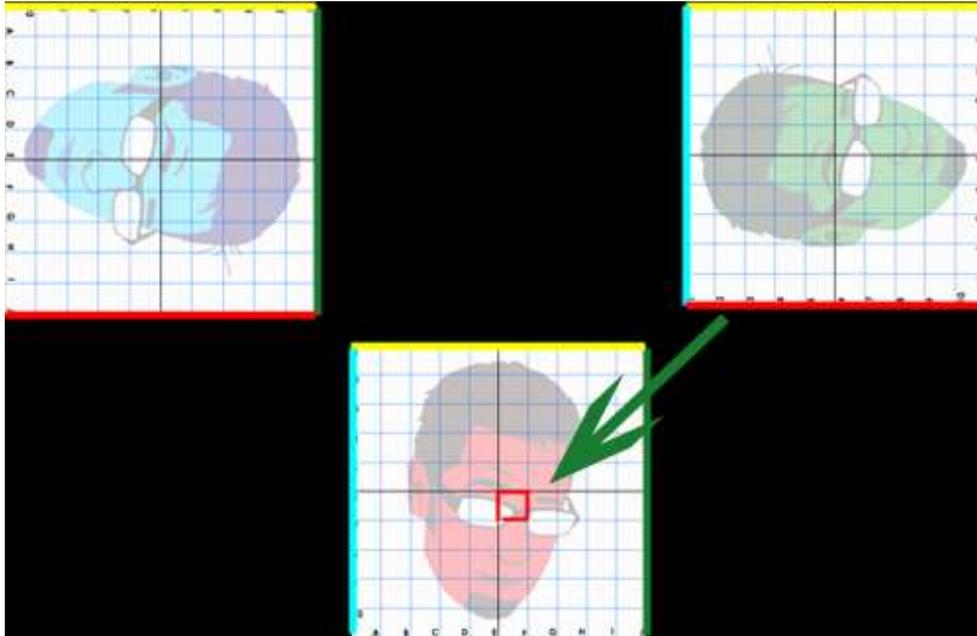


HOWEVER, if that territory overlaps with that of another Node still controlled by the Target player, the Target retains control of any overlapping territory. For reference, all spaces within range of the Node are shaded in, but only those outside of the overlap area are given an I.D. symbol. The Target player marks the Public grid as such.



If any Nodes lie within the overlap area, their positions are marked out on the Public grid. Essentially, by capturing a Node, the Shooter reveals all information for the spaces within that Node’s range.

- “Deflector”, a space covered by a Deflector. When hit, the space is unclaimed. Instead, the shot diverts to the corresponding space on the board of the neighboring player.

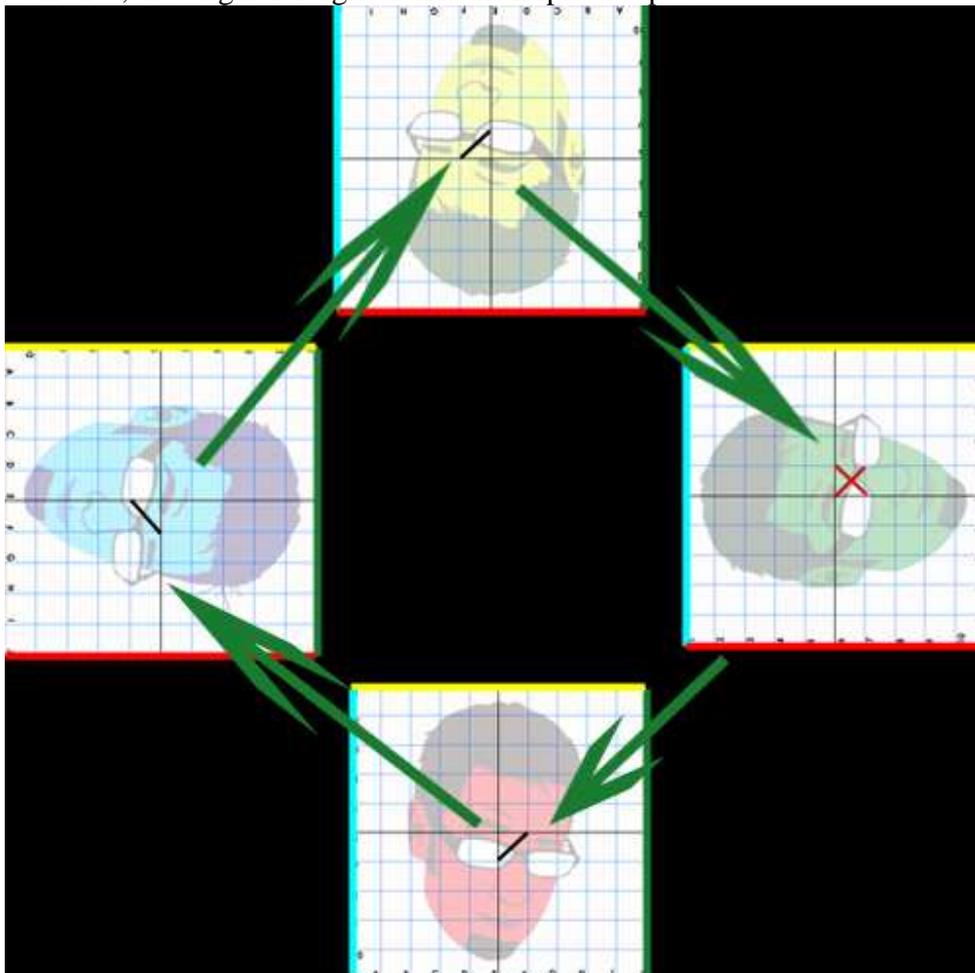


The direction of the deflection varies depending on the Shooter's position relative to the Target. A shot will divert around the table in the same direction it was fired. Thus, if the Target player sits clockwise from the Shooter, the shot diverts from the Target board to the board of the player sitting immediately clockwise. (NOTE: If a shot comes from directly across the table, it diverts clockwise.) The player hit by the deflection must then reveal the status of her space and mark it as described above. Any territory claimed goes to the original Shooter. The impacted Deflector is removed from the board and cannot be used again. Any impacted players mark their grids as such.

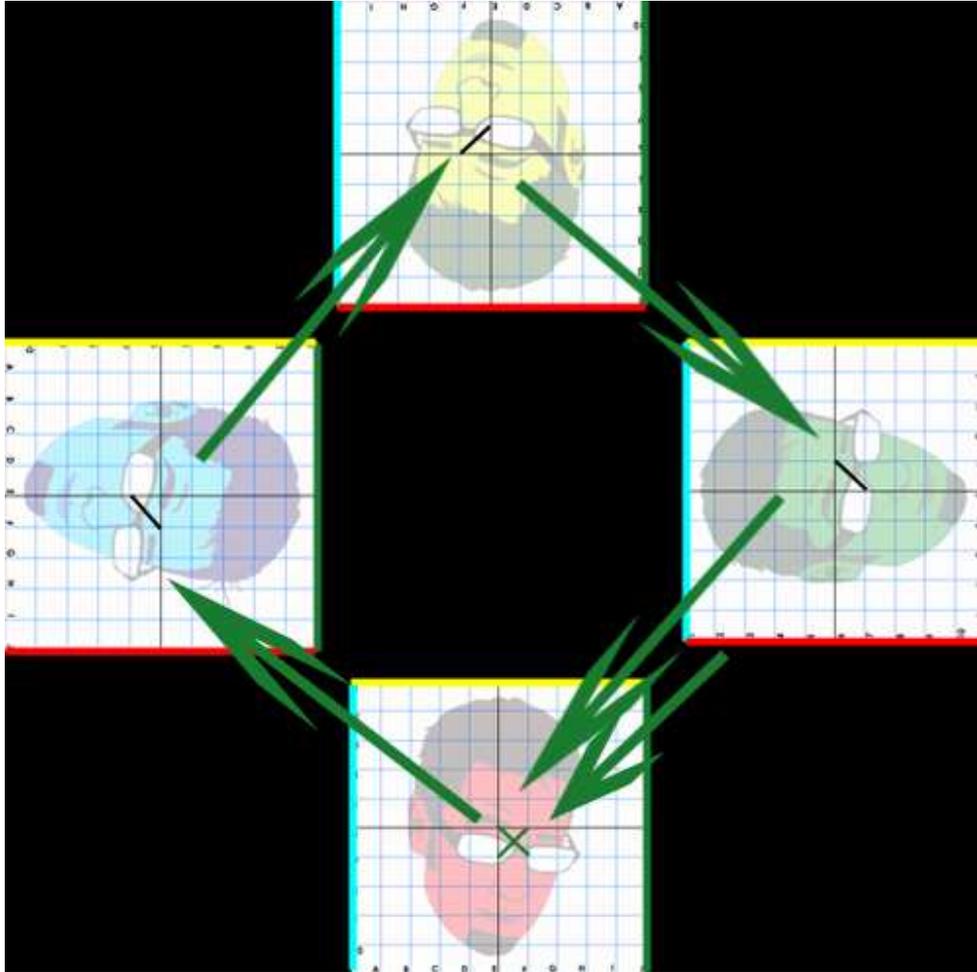
Turns as the Shooter proceed in a clockwise direction after each space is marked off appropriately.

### Special Rules for Deflectors

On occasion, a shot may deflect multiple times and return to the board of the Shooter. In this occurrence, the original Target claims the impacted space.



If the shot deflects again from the Shooter's board, the Shooter retains control and still gains the final impact space. (Keep in mind that a Deflector, once used, disappears from the board.)



Deflectors always work in the same way, even when they are not impacted directly. Often, Deflectors will be located on territory controlled by a Node. When a Node is captured by another player, any unused Deflectors within the captured Node's range are activated, diverting shots to the neighboring board. The spaces those Deflectors are on will remain unclaimed, but the corresponding spaces on neighboring boards are hit.

## ***Movement Restrictions***

Each player's first move on another player's grid can be made anywhere that the grid contacts the grid they are moving from. For instance, if Column A of the player's board contacts Column J of the board he hopes to move to, he can move to any space on Column J of that board. If the right half of Row 1 on the player's grid contacts the left half of Row 1 on the destination grid, the player can move anywhere on the left half of Row 1.

- This rule, however, only applies to moves made from the player's original grid onto a new grid. Every subsequent piece of territory claimed **MUST** be directly adjacent to existing territory. Players cannot simply pick and choose spaces to claim anywhere on the grid. Likewise, if moving through an opponent's grid, players can only access neighboring grids through previously claimed pieces of territory. A player must possess a piece of territory that contacts the next grid before proceeding, and she can only move from that piece of territory.

Players **CANNOT** reclaim territory covered by Control Nodes they own. Any space claimed on Node territory cannot be claimed by a player that owns it. As soon as control of the Node changes hands, the original owner can attempt to reclaim it. Additionally, players cannot reclaim any spaces on their original starting grids. To claim any of this territory, players must access the grid from an external location and work their way back in.

- The original starting grid is the grid first mapped out by each player. This term also applies to any grid on which a player takes possession of all five Nodes. When all Nodes on a grid are under the control of one player, that grid is treated as the player's original grid, meaning the starting rules again apply. Players can move anywhere that their grid contacts another grid. As before, all subsequent moves must be to a space directly adjacent to claimed territory.

## ***Victory Conditions***

The objective of *Deflector* is to be the last player standing. A player is knocked out of the game if all Control Nodes on his original grid are claimed by the other players. However, players can avoid elimination if they possess ALL of the Nodes on another player's board. Any time all Nodes on a single grid are under the control of one player, that grid is treated as the original starting point for that player until all of the Nodes are lost.

If any one player gains control of a certain number of Nodes, that player is automatically the winner. These values are as follows:

- 10 Nodes in a 3-player game
- 13 Nodes in a 4-player game
- 15 Nodes in a 5-player game

When gameplay reaches a state in which two or more surviving players are in control of all Nodes on the board, victory goes to the player with the most Nodes. If this value is the same, the players continue until one player claims a Node from the other. By taking possession of this final Node, the player wins the game.

## ***Play Variations***

### **“Ricochet”**

In the “Ricochet” variant of play, Deflectors take on a different role. Instead of sending shots directly to a neighboring board, shots move across the row on the Target’s grid. If no objects lie along the shot’s path, it moves on to the corresponding row of the neighbor’s board. This continues until the shot reaches either a Node or Deflector. If a Deflector or Node lies within the path of the shot, it is hit. When a deflected shot hits a second deflector on the Target’s own board, the direction of the shot reverses. If a Node lies along the path, it is captured. In the event a shot makes it all the way around the board without hitting any object, the original target space is captured.

### **“Reflector Deflector”**

In the “Reflector Deflector” variant, the Reflection rules from *Reflector* apply to *Deflector*. This adds an extra element of strategy to the game and doubles the rate of territory capture. Reflection rules are the same as in *Reflector*:

After a player captures a space on the opponent’s board, the player must concede that same space on his or her own board. For example, if Player One takes possession of grid space (F,3) on Player Two’s board, Player Two also gains possession of space (F,3) on Player One’s board. Thus, a Capturing player is selecting not only a space to claim, but a space to concede. This 1:1 exchange of territory is a key aspect of every move.

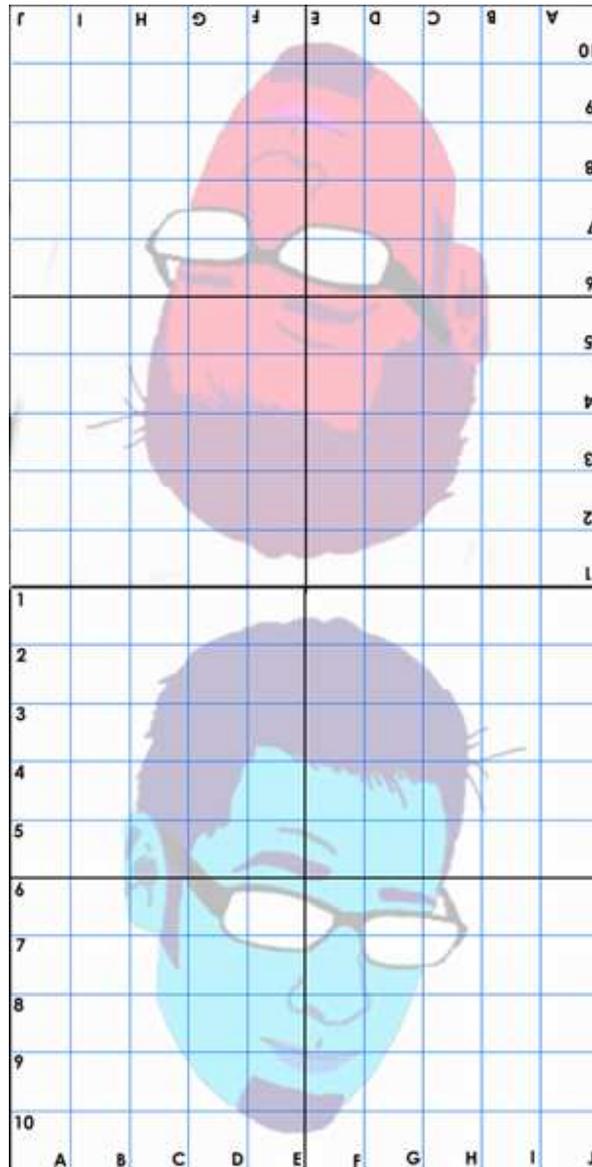
- The only exception to this 1:1 exchange is the capture of a Control Node. If the Capturing player claims an opponent’s Control Node, he gains access to all of the territory that Node controls. However, upon reflection, only the space containing the Node is conceded to the Target player. Thus, while the Capturing player can earn up to 13 spaces by claiming a Node, the Target gets only one in return.
- Be advised, however, that this situation also applies in reverse. If the Capturing player concedes a space on her own board containing a Node, the Target player claims all of the territory controlled by the Node.

## DEFECTOR

*Defector* is a game of madness, confusion, and betrayal. In short, it's a game about war. Elements of sacrifice, self-preservation, and teamwork all combine as players seek to be the sole survivor. Careful coordination and planning can help your team take down enemies, but you won't be together forever. Sooner or later, you'll have to manage this complex world all on your own.

## Setting Up

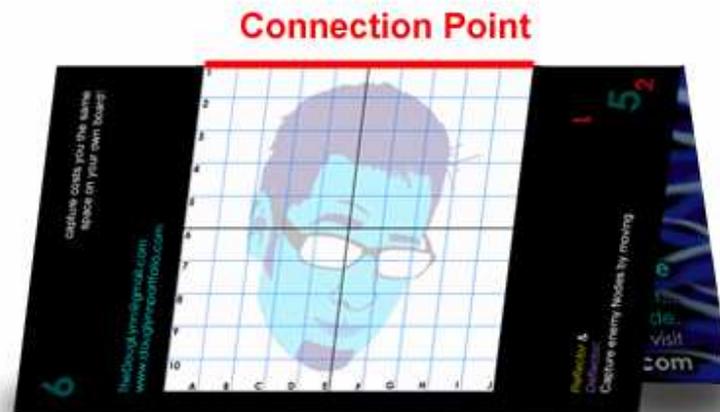
Doug Lynn's Business Card Game Board is set up to work with *Defector*. The Game side of the card contains a grid divided into two boards of 100 squares each. Each grid is built of ten rows (numbered 1-10) and ten columns (lettered A-J).



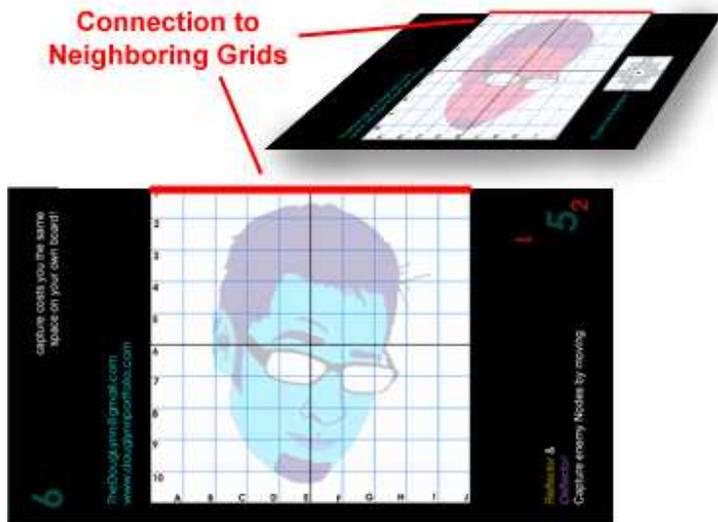
To play, each player will need a copy of Doug Lynn's Business Card Game Board and a pencil with a good eraser. For *Defector*, each player will need two different 100-square game grids (provided). One grid serves as the Private Grid. Players keep this grid to themselves, using it to display any and all necessary information about their game board. The second grid serves as the Public Grid. This grid is displayed to all players as a reference, displaying only information uncovered over the course of gameplay.

Depending on the number of cards you have, there are a few different ways to set up the game board for play.

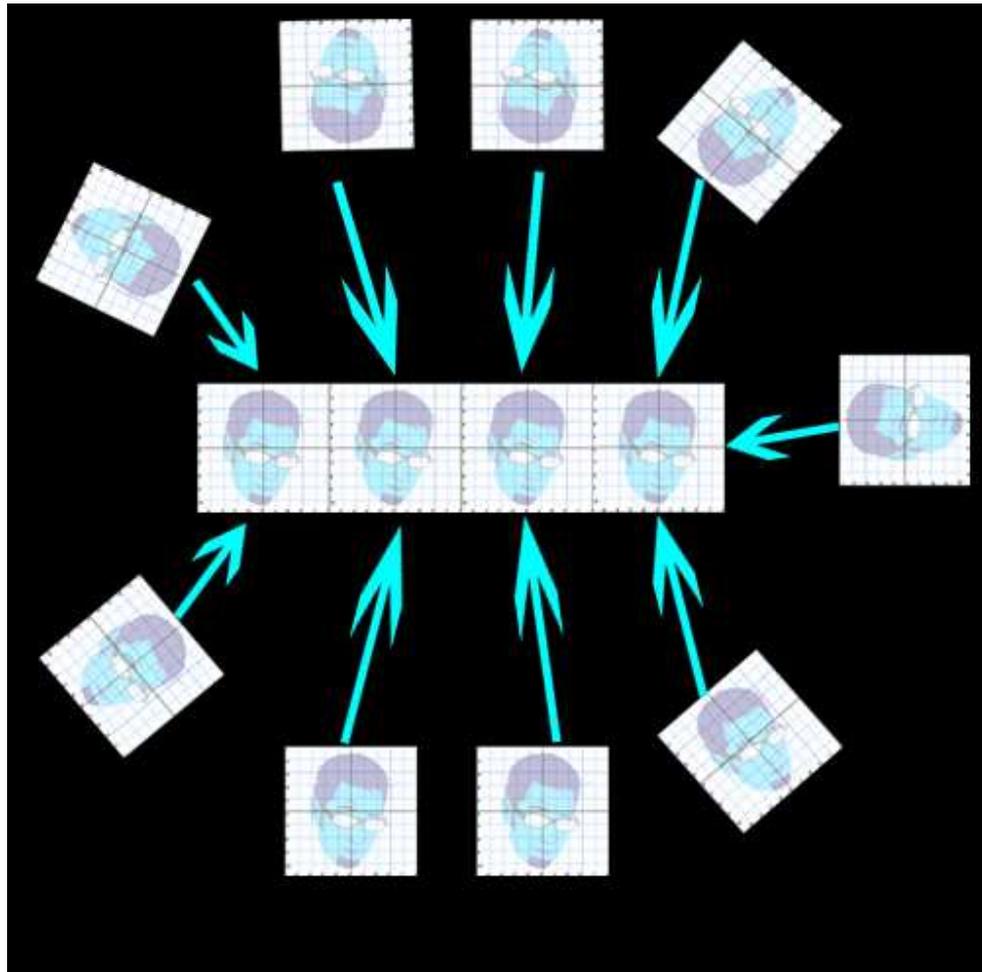
- Number of Cards = Number of Players (Full Access):
  - o Option A: Fold the card in half along its center line such that each side contains a 10 X 10 grid. Stand the card on end. The side facing you serves as the Private grid, while the side facing out serves as the Public grid. Every player's grid connects to everyone else's through Row 1. From this row, players can access Row 1 on any other player's grid.



- Option B: Separate the card along its center line such that each side contains a 10 X 10 grid. Place one grid on the play surface and retain the other. The grid in your hand is the Private grid, while the other is the Public grid. Every player's grid connects to everyone else's through Row 1. From this row, players can access Row 1 on any other player's grid.



- Number of Cards > Number of Players (Partial Access):
  - o A.K.A., “The Island”. Players utilize either of the two setup options listed above. Depending on the number of players, a small number of cards are placed in a row in the center of the play area. This center row is left empty. Row 1 on each player’s grid will serve to connect to the nearest side of one of these center grids, while none of the player grids connect to each other directly.

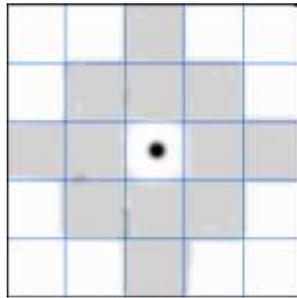


Players can only access other grids by moving through this central area first.

## Getting Started

To begin, each player chooses the location of five Control Nodes on the game grid. These Control Nodes are marked out only on each player's Private grid, and they mark out the initial territory controlled by each player.

- A Control Node covers a territorial area surrounding the node in a diamond shape
  - o Including the Node at the center, this territory is an area encompassing 5 spaces horizontally, 5 spaces vertically, and 3 spaces diagonally in both directions.



- Nodes CAN overlap each other or be placed on edges, but the territory they control is limited to the grid space.
- A Node is marked out on a player's private grid by a single dot.

Control Nodes represent a player's territory.

- Each player's territory is represented by a different symbol. For example, territory controlled by Player 1 may be identified with an 'X', Player 2, with an 'O'. Stars, boxes, or any chosen symbols can be used.

Additionally, each player selects the location of twenty "Deflectors" to be placed, in secret, around the game grid. Deflectors are protective positions covering a single space each. When hit, Deflectors divert an enemy's attack onto a neighbor's board. They can be placed anywhere on a player's grid (with the exception of on Nodes), but each one can only be used once. Deflectors are marked out by a Slash symbol (/).

If players choose, they can establish teams at the start of the game. However, teams can be formed at any time and can shift throughout the game. For more information about team play, see the "Forming Alliances" entry below.

## Playing the Game

Taking turns, players work to slowly expand territory and gain control of all of the opposing players' Control Nodes.

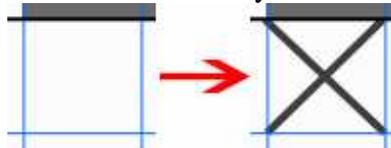
The youngest player goes first.

The player making a move (the "Shooter") selects a location adjacent to any territory he owns. In doing so, the Shooter lays claim to the selected space, capturing that piece of territory.

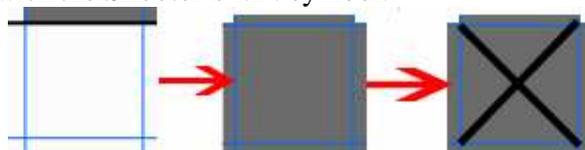
## Claiming Territory

When a space is captured, the player from whom the territory was claimed (the "Target" player) must reveal the status of the space and mark it as one of the following:

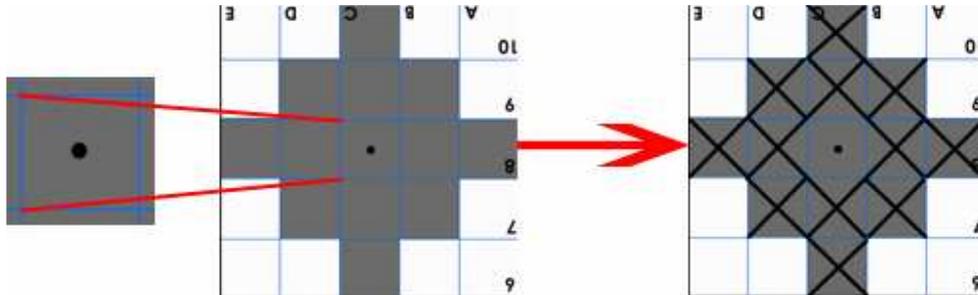
- "Null", a space not covered by any Control Nodes. The Target player simply marks this space with the Shooter's I.D. symbol.



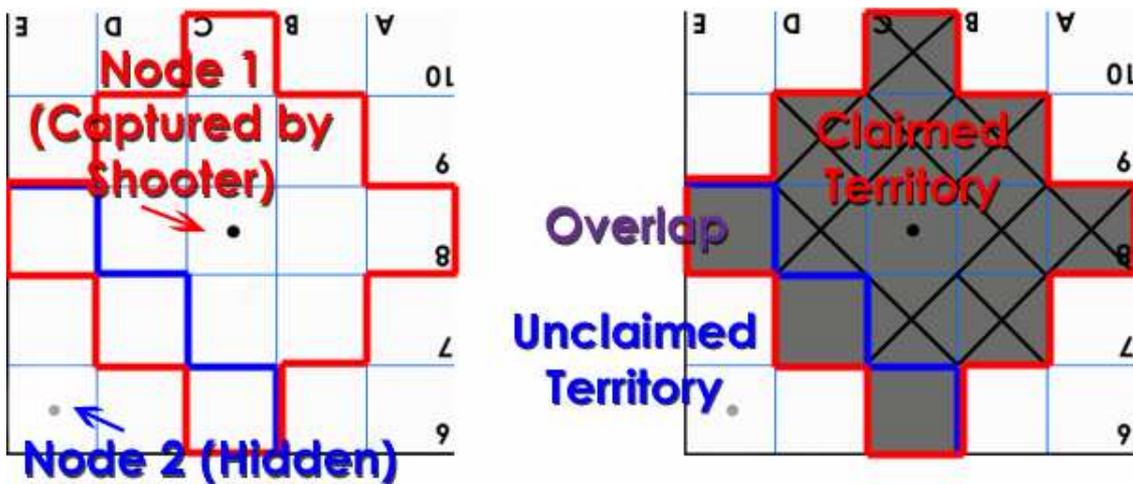
- "Owned", a space within the control range of the Target player's Control Node. For reference, the Target player shades in this space. Once shaded, the space is then marked with the Shooter's I.D. symbol.



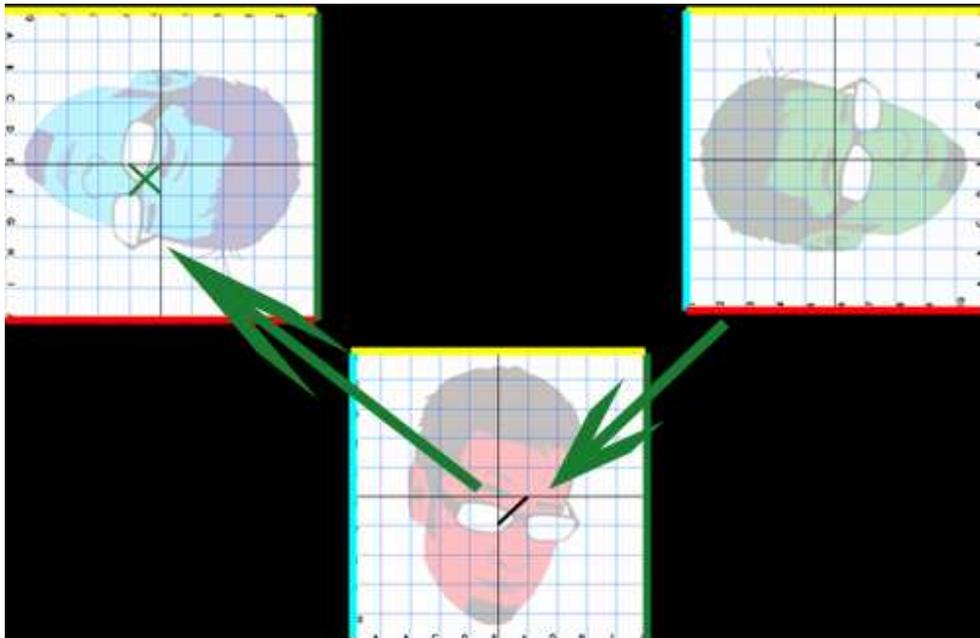
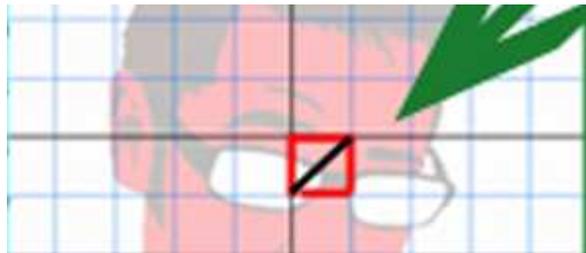
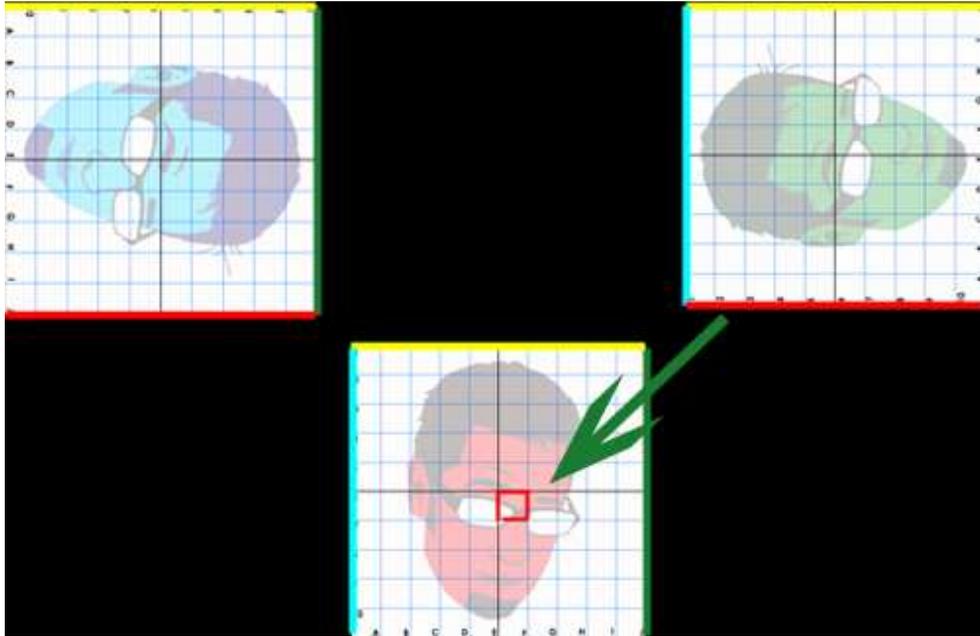
- “Node”, a Control Node owned by the Target player. By capturing this space, the Shooter takes possession of all of the spaces the Node controls.



HOWEVER, if that territory overlaps with that of another Node still controlled by the Target player, the Target retains control of any overlapping territory. For reference, all spaces within range of the Node are shaded in, but only those outside of the overlap area are given an I.D. symbol. The Target player marks the Public grid as such.



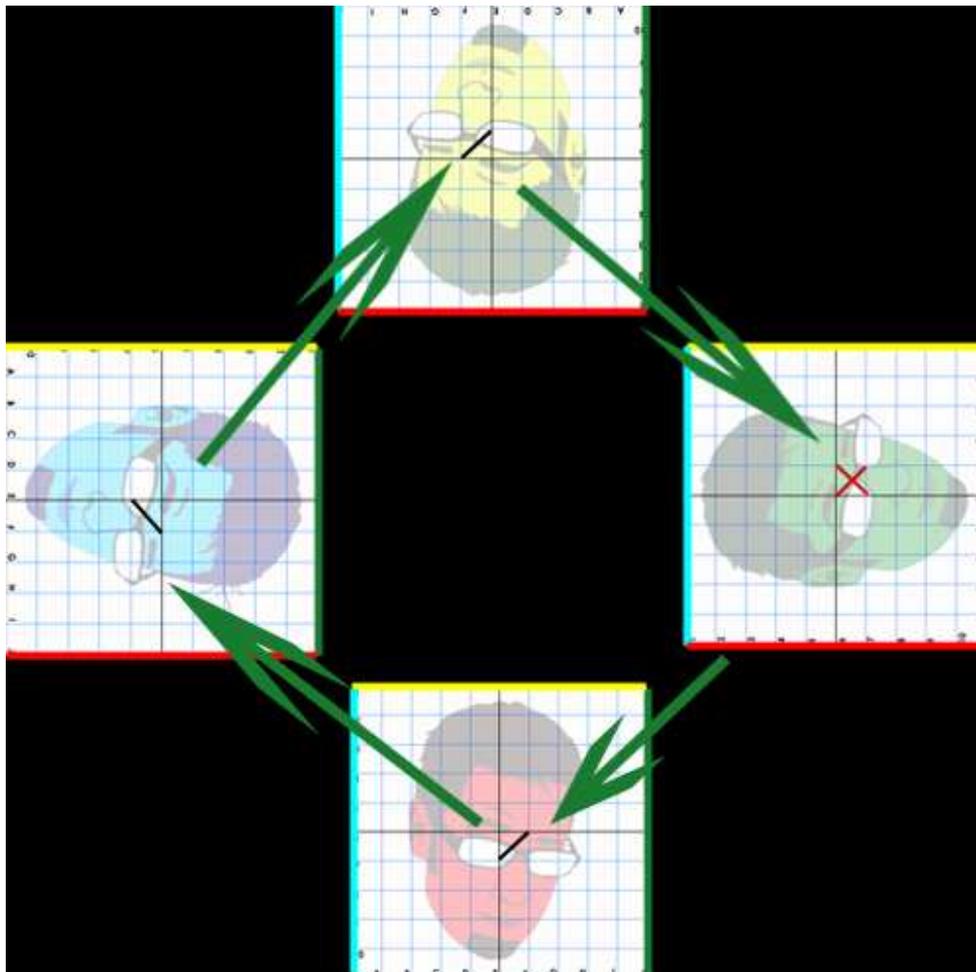
- “Deflector”, a space covered by a Deflector. When hit, the space is unclaimed. Instead, the shot diverts to the corresponding space on the board of the neighboring player.



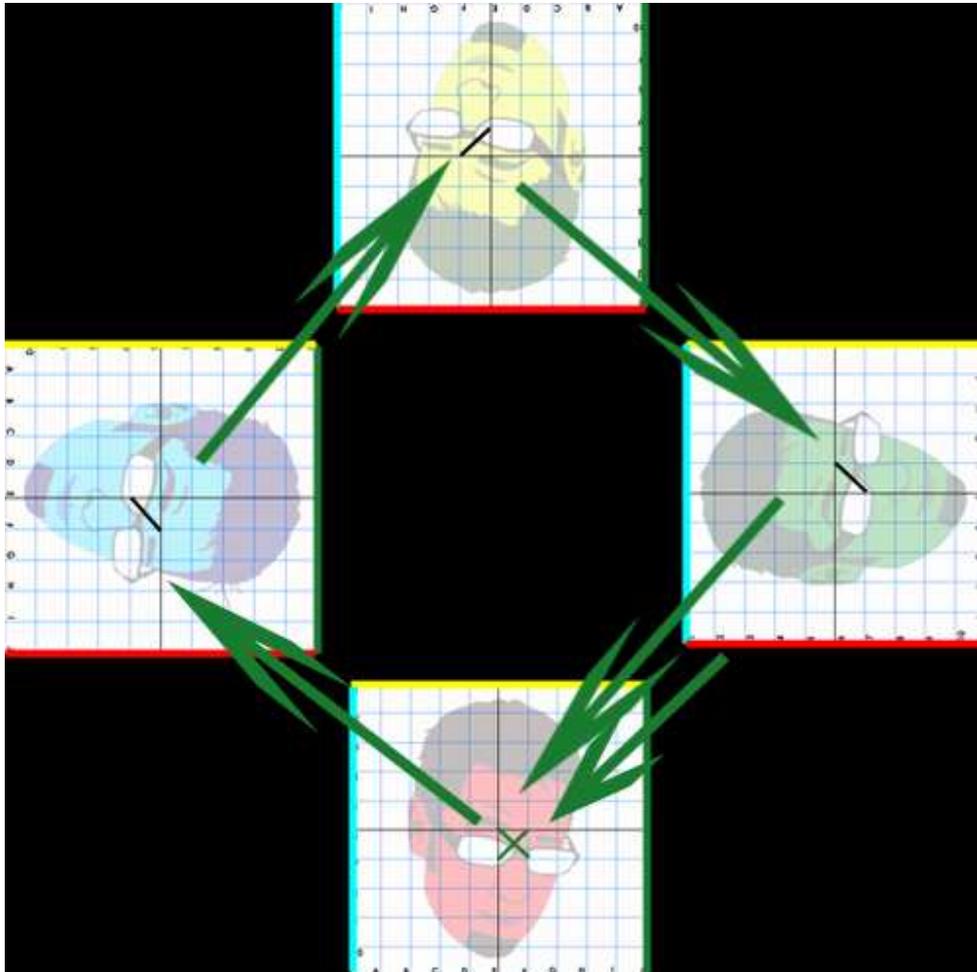
The direction of the deflection varies depending on the Shooter's position relative to the Target. A shot will divert around the table in the same direction it was fired. Thus, if the Target player sits clockwise from the Shooter, the shot diverts from the Target board to the board of the player sitting immediately clockwise. (NOTE: If a shot comes from directly across the table, it diverts clockwise.) The player hit by the deflection must then reveal the status of her space and mark it as described above. Any territory claimed goes to the original Shooter. The impacted Deflector is removed from the board and cannot be used again. Any impacted players mark their grids as such.

### Special Rules for Deflectors

On occasion, a shot may deflect multiple times and return to the board of the Shooter. In this occurrence, the original Target claims the impacted space.



If the shot deflects again from the Shooter's board, the Shooter retains control and still gains the final impact space. (Keep in mind that a Deflector, once used, disappears from the board.)



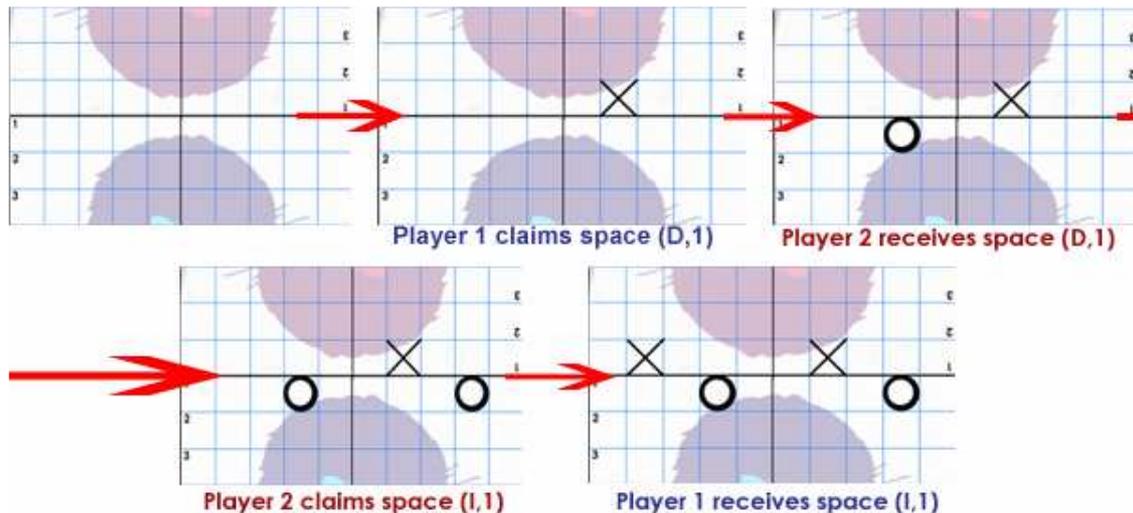
In this occurrence, no reflection takes place (see “Reflection” below).

Deflectors always work in the same way, even when they are not impacted directly. Often, Deflectors will be located on territory controlled by a Node. When a Node is captured by another player, any unused Deflectors within the captured Node's range are activated, diverting shots to the neighboring board. The spaces those Deflectors are on will remain unclaimed, but the corresponding spaces on neighboring boards are hit.

In standard play, deflections can impact team members. Deflections proceed from player to player regardless of team affiliation.

## Reflection

After a player captures a space on the opponent's board, the player must concede that same space on his or her own board. For example, if Player One takes possession of grid space (F,3) on Player Two's board, Player Two also gains possession of space (F,3) on Player One's board. Thus, a Shooter is selecting not only a space to claim, but a space to concede. This 1:1 exchange of territory is a key aspect of every move.



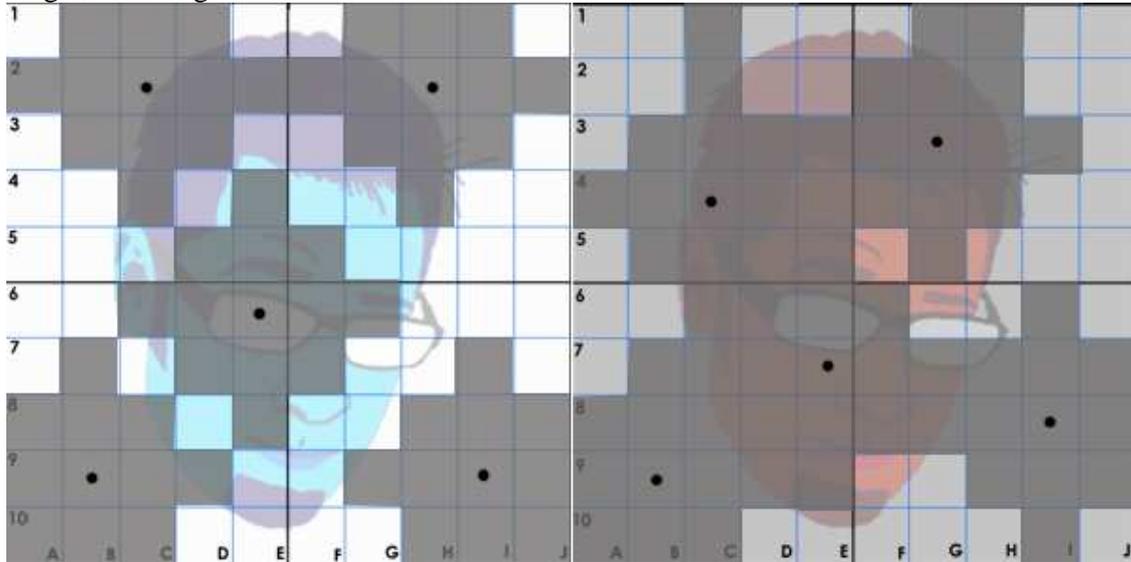
- An exception to this 1:1 exchange is the capture of a Control Node. If the Shooter claims an opponent's Control Node, he gains access to all of the territory that Node controls. However, upon reflection, only the space containing the Node is conceded to the Target player. Thus, while the Shooter can earn up to 13 spaces by claiming a Node, the Target gets only one in return.
- Be advised, however, that this situation also applies in reverse. If the Shooter concedes a space on her own board containing a Node, the Target player claims all of the territory controlled by the Node.
- If a deflected shot travels around the board back to the Shooter, no reflection takes place. Though the Target claims the Shooter's space, the Target does NOT receive the reflection.

Reflection only applies directly to the Shooter. Team members on either side are not affected.

Once a space has been claimed and subsequently conceded, the Shooter and Target reverse roles. Players continue to take turns as such for the remainder of the game.

## Forming Alliances

*Defector* allows for the formation of teams to provide new challenges and strategies. At the start of any player's turn, the player can choose to ally with another player. If the other player agrees, the two players bring their cards together (side-by-side) to form a single, unified grid.



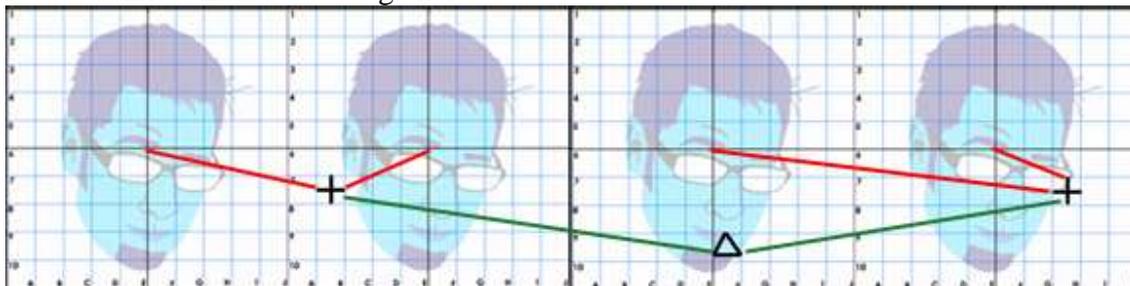
These two players can now coordinate with each other, but still act autonomously, while combining territory and resources.

When an alliance is formed, the allied players choose the location of a **Link Node**. A Link Node serves as the key link between the two allies. In reality, a Link Node is merely an upgraded Control Node. Alliance members choose an existing Control Node to serve as the Link. It has the same properties as a standard Control Node and covers the same territory. The only difference is that a Link Node serves to hold an alliance together. If the Node is captured by another player or team, the alliance disbands immediately.



- Link Nodes can link up to 3 players.
- Link Nodes are marked off on Private grids as Plus signs (+). (For reference, players connected by a Link Node may choose to place on their grids the I.D. symbol of the player whose grid contains the Link. This becomes more important when Master Nodes come into use.)

When an alliance grows to four players, yet another Node comes into play. A **Master Node** can link any number of players together at once. Once again, it takes the place of a Control Node and has the same properties as a standard Control Node or a Link Node. The Master Node serves as the primary link between all players in an alliance of more than three players. It does not replace existing Link Nodes, but acts as another step up in the Node hierarchy. In essence, Link Nodes connect players together, while Master Nodes connect Link Nodes together.



- Link Nodes remain active under a Master Node. Link Nodes still serve to link together teams of two or three players within an alliance. If the Master Node should be claimed by an opposing player, Link Nodes retain control of their respective alliances. While the larger group must disband, smaller teams are preserved.
- If a Link Node under the control of a Master Node is captured, the players connected by that Link are broken up from each other, but they all remain part of

the larger group. In other words, the Master Node maintains the entire group, while Link Nodes serve as a backup system.

- The locations of Master and Link Nodes cannot be altered for the duration of the alliance.
- The Master Node is marked off on the Private grid by a Triangle.



Turns are not based on teams, but on individual players. Each player in a given alliance will get to take a turn. Thus, if an alliance consists of five members, that alliance will get to make five moves, not just one. By utilizing this advantage, alliances can coordinate attacks and strategize in new ways.

Players will utilize their respective I.D. markers to claim spaces, even when playing as part of a team. This way, if and when an alliance disbands, territory does not need to be redistributed.

In the event that a single alliance eliminates all competition from the board, the alliance disbands. If the alliance consists of four or more members, it splits into smaller teams based on the allocation of Link Nodes. If the alliance is built of less than four members, all members separate and play individually.

## **Defection and Desertion**

At any time during a team's turn, players within the alliance can choose to abandon the team. These "Deserters" return to a solo mode of play.

Players can also form new alliances or join up with other existing teams. "Defectors" gain the advantage of being privy to secret information, such as the location of enemy Nodes. However, other players in the former alliance have the same access to the Defector's secrets.

While players can ally in as many arrangements as they wish, they cannot reform old alliances. Once players are divided from each other, they CANNOT join forces again.

## ***Movement Restrictions***

Each player's first move on another player's grid can be made anywhere that the grid contacts the grid they are moving from. For instance, if Column A of the player's board contacts Column J of the board he hopes to move to, he can move to any space on Column J of that board. If the right half of Row 1 on the player's grid contacts the left half of Row 1 on the destination grid, the player can move anywhere on the left half of Row 1.

- This rule, however, only applies to moves made from the player's original grid onto a new grid. Every subsequent piece of territory claimed **MUST** be directly adjacent to existing territory. Players cannot simply pick and choose spaces to claim anywhere on the grid. Likewise, if moving through an opponent's grid, players can only access neighboring grids through previously claimed pieces of territory. A player must possess a piece of territory that contacts the next grid before proceeding, and she can only move from that piece of territory.

Players **CANNOT** reclaim territory covered by Control Nodes they own. Any space claimed on Node territory cannot be altered until control of the Node itself changes hands. Additionally, players cannot reclaim any spaces on their original starting grids. To claim any of this territory, players must access the grid from an external location and work their way back in.

- The original starting grid is the grid first mapped out by each player. This term also applies to any grid on which a player takes possession of all five Nodes. When all Nodes on a grid are under the control of one player, that grid is treated as the player's original grid, meaning the starting rules again apply. Players can move anywhere that their grid contacts another grid. In *Defector*, this is Row 1 of each player's grid. As before, all subsequent moves must be to a space directly adjacent to claimed territory.

## ***Victory and Loss Conditions***

If any player loses control of all five Control Nodes on his original grid, he is eliminated from the game. However, two different conditions can prevent this occurrence:

- If the eliminated player possesses all five Control Nodes on another player's grid, he continues playing. The player takes possession of the new grid and continues play until all five Nodes on this grid are captured.
- If the eliminated player is part of an alliance, he continues playing. The player has the opportunity to reclaim lost territory or take control of a new grid. If the player fails to take full possession of a new grid before leaving the alliance, he will be eliminated from the game.

Depending on the preferred length of play, two different conditions can bring about victory. If a single alliance gains control of all Nodes on the board, that alliance, collectively, wins the game. However, the standard method of play demands that in this occurrence, the alliance instead disbands. This process repeats for any other alliance that achieves a victory state later in the game. The game continues until only one player achieves victory as listed below.

If a single player, at any time, controls more than half of the total Nodes on the entire game board, that player is automatically the winner.

When gameplay reaches a state in which fewer than four surviving players are in control of all Nodes on the board, victory goes to the player with the most Nodes. If this value is the same, the players continue until one player claims a Node from another. By taking possession of this final Node, the claiming player wins the game.

## ***Play Variations***

### **“The Business Card Deluxe Collection”**

A.K.A. “Rotator-Reflector-Deflector-Defector”. In this variation of play, the Rotation element from *Rotator* is combined with *Defector* to bring together all four of the Business Card Games. In this version of play, players can only move in a downward direction on another player’s board (toward the opposing player). Following each impact, the Target player rotates his board 90 degrees clockwise. In case *Defector* isn’t complex enough, this variant adds an extra notch of insanity to the gameplay.

### **“Safety Among Friends”**

In this variation of play, the rules for Deflectors are altered such that deflected shots cannot impact teammates. The shot proceeds in the direction of travel, impacting the first member of an opposing team along its path. This rule stands for any subsequent deflections by other teams, as well. This rule can be applied to any other variant of play.