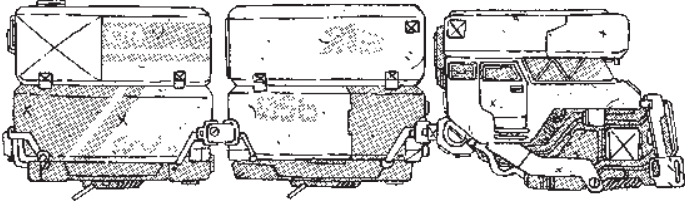


//INTERSECTION RULES

When you reach an INTERSECTION, you must make your way through it with a combination of luck and skill, avoiding the massive cargo haulers that barrel through the tunnels. First of all note the tunnel (A,B or C) you are entering from and the tunnel you wish to exit from. On the **//PLAYSHEET** you will find the **//INTERSECTION GRID** (or just GRID) with its corresponding entrances and exits.



//ROLLING HAULERS

To set up the INTERSECTION you will need to place 3 HAULERS on the GRID. You will represent these with dice. You will roll a HAULER for each side (A,B,C) starting with A.

Roll a d6 and place the dice on the GRID in the corresponding LANE (eg. A3) at the edge of the GRID. add two more dice towards the middle of the GRID (showing the same number) to the HAULER to make it 3 dice long. The HAULER must not extend off the grid. If when rolling a HAULER it cannot be placed due to another HAULER move it UP a LANE until it can.

//PLAYING AN INTERSECTION

Once the HAULERS are placed, place a token (or Dice) to represent your character at either of the ENTRY/EXIT squares on the SIDE you have entered from (A,B, or C, as shown on the MAP) To resolve the INTERSECTION you must reach the ENTRY/EXIT squares for the tunnel you wish to proceed down.

INTERSECTIONS proceed in TURNS. A TURN consists of the following:

- You perform 2 MOVES from the **//MOVES LIST**,
- The HAULERS take their turn, and move.
- You add 1 TIME (⌚) to your tracker.
- The TURN ends and a new one begins.

//MOVES LIST (2 per turn)

BASIC MOVES | No cost

- **MOVE:** Move 1 square in any orthogonal direction (not diagonally) as long as it is not occupied.
- **VENT:** Lose 1 HEAT (🔥) Also occurs when you end your turn on a VENT square.

EDGE MOVES | +1 HEAT (🔥)

To perform an EDGE MOVE, mark the HEAT gained, then roll a d6. On a 4-6 the move is successful. On a 1-3 the move fails and you remain where you are. Mark an additional HEAT (before rolling) to only fail on a 1.

- **DRIFT:** Move two squares vertically and one square horizontally, or two squares horizontally and one square vertically, jumping over any HAULERS. The landing square must be clear.
- **SKITCH:** If a HAULER is adjacent to you, move alongside it until it (or any other connected HAULER) is no longer adjacent, until your movement is blocked, or until you wish to stop.
- **GRIND:** If a HAULER is adjacent to you, jump on top of it and move in the direction you jumped until you reach an empty square to drop into.

//HAULERS TURN

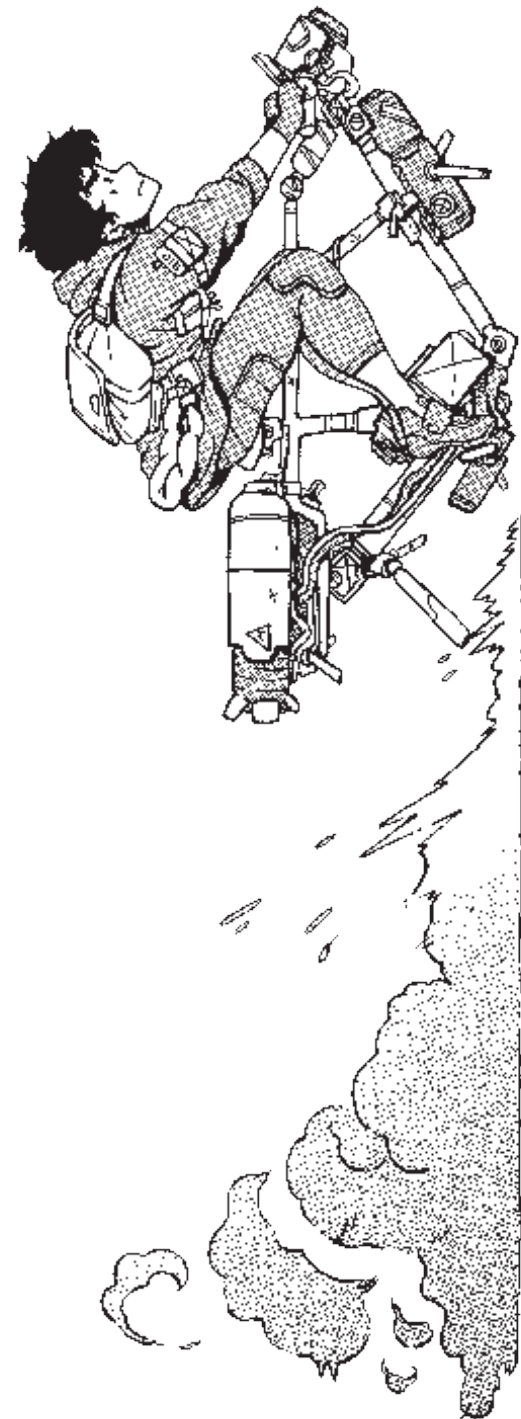
During the HAULERS turn each HAULER, starting with the lowest dice number, moves forward (away from their starting side) 1 square.

If the HAULERS passage is blocked by another HAULER they move up one LANE instead. If they cannot move up one LANE they move down. If the HAULERS passage (forward or between LANES) is blocked by you, the HAULER still moves, and you are pushed in that direction and mark +1 HEAT (🔥). If you cannot be pushed you and the HAULER remain in place but you take +2 HEAT (🔥). Once a HAULER reaches the opposite side of the INTERSECTION they continue onward, leaving square by square.

//TURN END

Once the HAULERS have all moved, add 1 TIME (⌚) to your tracker and begin a new turn. Once you reach an ENTRY/EXIT square the INTERSECTION is resolved and you return to the being **//IN TRANSIT**.

CITIZEN SLEEPER SPINLE JACK



In the Starward Belt, Spindlejacks are notorious. Slicing across the station with their custom airbikes, they courier messages, packages, and anything else too sensitive for the station's protocol-haunted networks. Sharing the cavernous transit tunnels with hulking cargo haulers, they are also widely assumed to have some kind of deathwish. But, as one of their number, you know it's the rush, the competition, and the community that keeps you riding.

//THE SETUP

In SPINDLEJACK you take shifts to earn CRYO to keep yourself alive, and REP to make your mark on the courier scene. You do this by taking on TIME-pressured deliveries and managing the HEAT of your zero-g custom airbike. The game takes place over a series of cycles on the station of Far Spindle.

You'll need:

- 10 six-sided dice (d6) (3 sets of 3, and 1 extra).
- A pencil or some counters for tracking resources.
- A printed copy of the **//PLAYSHEET** and **//MAP**.

//CLOCKING IN

To start a shift, place a token/mark on the **//MAP** at (0) STRIPLINE EXPRESS. This is your dispatch, where you are sent out each cycle for deliveries, and your first PICKUP each cycle. Roll a d6 to determine your delivery DESTINATION, checking against the numbered locations on the map. Then calculate your TIME LIMIT by taking the difference between the PICKUP location and DESTINATION and adding 7. (eg. STRIPLINE EXPRESS (0) to TRADE HALL (3) = 3. 3 + 7 = 10). Circle it on the TIME tracker.

For more REP, roll d6 on the **//COMPLICATIONS** table below and note the result.

d6	//COMPLICATIONS +2 REP (▲) IF COMPLETED
1	COOLED CONTAINER - If you reach 4 heat, failed.
2	FRAGILE - If you fail 3 EDGE MOVES, failed.
3	CONTRABAND - Each INTERSECTION has a limit of 4 TURNS. Failed if you go above on any INTERSECTION.
4	HOT MEAL - +2 HEAT. If you go below 2 HEAT, failed.
5	HEAVY LOAD - You can't PUSH ON between intersections.
6	EXPRESS - TIME LIMIT -3. Fail if >TIME LIMIT.

//IN TRANSIT

When travelling between INTERSECTIONS and LOCATIONS you can choose between the following transit moves:

KEEP PACE: +2 TIME (🕒)
HANG BACK: +3 TIME (🕒) -3 HEAT (🔥)
PUSH ON: +1 TIME (🕒) +1 HEAT (🔥)

A single transit move will take you from one INTERSECTION to another, from an INTERSECTION to a LOCATION or vice-versa. If you gain full HEAT from a move you are STALLED, and must follow the rules below.

//HITTING AN INTERSECTION

When you reach an intersection you should go to the **//INTERSECTION RULES** section (on the reverse of this sheet), where you will find the rules for setting up and tacking an INTERSECTION. Once it is resolved, you return to being **//IN TRANSIT** until the next INTERSECTION or your arrival at your DESTINATION.

//DELIVERY

When you reach your destination, your delivery is complete. You receive a payout based on the following:

- The base payout is 15 CRYO (💵)
- If you took > TIME LIMIT (🕒) subtract the amount over from the payout.
- If you took < TIME LIMIT (🕒) add the amount under to the payout.
- If you took a COMPLICATION and failed it -5 from the payout.
- Add 1 REP (▲) to the tracker. If you also completed a COMPLICATION add 2 more REP.

//STALLED

When OVERHEATED (6) on the HEAT tracker, clear your HEAT, you are now STALLED and cannot move or perform any move.

Roll a d6. You must roll a **4-6** to restart your airbike. Each successive roll adds 1 TIME (🕒) to your total.

//CHAINING DELIVERIES

Once you have delivered you can CLOCK OFF or take another delivery. For a delivery roll d6 to see your PICKUP and then roll again for your DESTINATION. If you have to travel to the PICKUP you may do so instantly, and reduce 2 HEAT (🔥) as you make your way there. If you are already at the PICKUP reduce 4 HEAT (🔥). Clear your TIME tracker, and calculate the TIME LIMIT for the new delivery as instructed in **//CLOCKING IN**.

If you wish, add a COMPLICATION by rolling on the

//CLOCKING OFF + CYCLE END

After any delivery you can choose to clock off, ending the cycle and banking what CRYO (💵) you earned. After 3 deliveries you MUST clock off and end the cycle. When you end the cycle, you choose to either:

EAT A SIMPLE MEAL : -5 CRYO (💵)
BLOW OFF STEAM: -10 CRYO (💵) +1 REP (▲)

You should mark your CRYO as a minus value if necessary, to reflect ad hoc loans from friends and strangers that you will later pay off. You MUST eat each cycle using either option above.

You can also visit the Bikeshop you may make any upgrades. See the **//UPGRADES** section of the **//PLAYSHEET** for details.

Once the cycle is over a new cycle begins and you can once again take on deliveries. You can play for as long as you like, but once you reach 20 REP (▲) you are considered one of the best couriers ever to work the Far Spindle. 30 REP makes you a legend among Spindlejacks.

//DROPPING OUT

If you wish to give up on a job at any point you may, but it will cost you -2 REP (▲).

Your rep can drop into minus numbers, and if it reaches -6 you lose your job. Your dispatcher has had enough.