

# Rulebook for Tuckbox



## Psyche Against the Universe

...because space is unpredictable and NASA definitely didn't plan for *this*.

### ★ **What's Inside**

- Prompt Cards – These cards describe technical failures, sci-fi events, and other bizarre situations.
- Answer Cards – These range from real Psyche mission technology to completely ridiculous problem-solving attempts.
- Rulebook – That's this booklet. Read it, then ignore it when convenient.

### ★ **Setting Up**

1. Shuffle the Prompt cards into one deck and the Answer cards into another.
2. Each player draws 6 Answer cards to start.
3. Choose a player to be the first Judge—they will read the Prompt card and decide the winner of each round.

**Component Options:** Bridge / Bi-folded, 4 pages

**Template Size:** 63.08mm (W) x 94.83mm (H)



## **How To Play**

1. The Judge draws a Prompt card, reads it aloud, and places it face-up on the table.
2. The other players select one Answer card from their hand that they believe is the best (or most ridiculous) solution and place it face down
3. The Judge then picks up and shuffles the Answer cards once all players have chosen and reads them aloud.
4. The Judge then chooses the card they think best solves the prompt or makes them laugh the hardest.
5. Whoever played the chosen Answer card has won this round and keeps the Prompt card.
6. Everyone draws a new Answer card to always have 6 cards in hand.
7. The next player is the new Judge.
8. The game continues until a player collects 6 Prompt cards.



## **Winning the Game**

The first player to collect 6 Prompt cards wins the game. Psyche will take 6 years to reach the asteroid—this player has successfully protected the spacecraft on its journey to 16 Psyche!



## **Extra Chaotic Version**

- Instead of changing the Judge each round, the Judge can be kept constant for an entire game.
- Rather than judging the cards blind, then, players may make a pitch for their Answer card to the Judge.
- Players are required to get creative and convince the judge that their card is the best (or funniest) solution.
- For this version, the Judge does not need to have any answer cards.
- The Judge changes only after a player collects 6 Prompt cards and wins the game.



## Optional Rules

- If a round's answers are *all* terrible, the Judge may declare “Mission Failure”, discard the Prompt card, and pull a new one.
- If the answers make the problem way worse, the Mission Director can rule that the team must “Descope” the mission objective entirely. This does nothing—except make everyone laugh.
- If a round is too evenly matched, the tied players must physically leave their seat and dramatically act out how their solution works before the Judge makes their choice.
- This game is optimized for 4 players. For more players, the amount of Prompt cards necessary to win a game may be decreased.



**Component Options:** To suit Bridge size cards

**Template Size:** 199.22mm (W) x 171.62mm (H)