

Project
AUDE



Rules of Play





IN THE NEAR FUTURE, disaster has struck the UNB Archives and Special Collections. A terrible fire has destroyed all the incredible photographs, papers, and artifacts that document UNB's history.

But, wait... all is not lost! Out of the shadows step a group of professors to announce the completion of a long-running secret research project. Beginning in 1907, the work passed quietly from one generation of researchers to the next. This quest - codenamed Project AUDE* (short for Accelerated Universal Dimensional Engine) - has finally achieved its goal. The mystery of time travel has been solved!

At a press conference, the professors announce a plan to rescue the university's history. Each will send their best student research assistants leaping back in time to recover artifacts destroyed in the fire.

Welcome to Project AUDE

YOU and your fellow players will engage in a friendly competition as the professors. Supervise your students' missions, guide them through the past, help them choose the best artifacts to recover, and get them back to the present safely. The professor whose team contributes the most to rebuilding the archives will be the winner of the game. Good luck! UNB is counting on you!

*Aude (pronounced "aw-day" is Latin for "dare / be daring" and appears in UNB's motto "Sapere Aude," which means "Dare to be wise."





COMPONENTS



90 Artifact cards
(15 in each of 6 colours)



Back



Front

12 VIP cards
(2 in each of 6 colours)



Back



Front

12 Research Assistant cards



1 Beaverbrook card



13 Bonus cards



4x



5x



4x

5 Player Aids



Research Assistant

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THIS game's art, illustrations & graphic design were created by UNB students. The Research Assistant cards depict current students. All the historic photographs, rare books, and objects depicted on the cards belong to UNB Libraries' Archives and Special Collections (lib.unb.ca/archives).

OVERVIEW

In Project AUDE players take turns drawing and playing cards. At the end, they count their points to determine the winner. This section provides a broad overview of the key concepts for understanding the game. The sections that follow will explain how to set up and play the game in detail.

Artifacts and VIPs

There are 90 **Artifacts** in the game. Each card has a unique date, image, and description. They come in one of six colours, and have 1, 2 or 3 stars. Each star is worth 1 point for final scoring.

VIPs are much rarer. There are 12 in total. They differ in that they have no date and no stars.

Artifacts score points and represent the photographs and items lost in the fire, which you are tasked with recovering. VIPs score no points but make completing missions easier. They represent important people from UNB's past that students meet while on their time-travel missions.

Example of an
Artifact card



Example of
a VIP card



Missions and Research Assistants

You'll collect these cards by placing them in a **Mission**, which is a row of cards on the table in front of you. Each player works on two missions simultaneously.

A **Research Assistant (RA)** is assigned to each mission. Every RA has a special ability that can be used one time during that mission.

On the facing page, we see an example of a player's two missions, each with an RA card

Missions represent your student Research Assistants travelling through time to collect artifacts and save UNB's history.

Collecting Artifacts and VIPs

When placing a new card in one of your two missions, you must follow these three key rules.

- 1) The card must be added to the end of the mission.
- 2) The card must be a different colour than all others in the mission.
- 3) The card's date, if it has one, must be later chronologically than the card to its left.

Careful decisions need to be made on every turn, or you will find your RA has become stuck in time, unable to complete their mission!

Example of a turn during the game:

Your top mission features RA Thomas. His special ability ("Draw four cards...") has yet to be used.

RA Katie is on your bottom mission. Her card has been flipped to its empty side, indicating that her ability has been used.

Thomas's mission contains two cards so far, while Katie's has three cards.

When a mission reaches four cards, it can be completed, scoring points for the stars on each card.

Or, you may try to extend it to five or six to claim a bonus.

You drew two cards and must choose one to keep and one to discard.

You can't place the blue card (see Rule #2 above), so you choose the purple card. Its date (1973) is too early to go in Thomas' mission (see Rule #3), but it fits Katie's, so you place it there, & end your turn.

Katie's mission now has four cards, so can you complete it at the start of your next turn.



Draw four cards instead of two this turn





GAME SETUP



1. Create the Draw Deck

Shuffle the **Artifact cards** and **VIP cards** together. Remove 10, shuffle the **Beaverbrook card** into these, and set this pile aside face down for now.

Divide the rest of the cards into five roughly equal face-down piles. Gather up **as many piles as there are players in the game** and stack them face down one on top of the other. (Put any remaining pile(s) back in the box.) Place the whole stack on top of the pile containing the Beaverbrook card. This is the **Draw deck**. Place it within reach of all the players.

2. Establish the Discard Area

Draw cards from the Draw deck one at a time, placing them adjacent to the Draw deck. **Make a separate face-up discard pile for each card colour you draw.** Spread each pile such that the date/colour on each card remains visible. Stop when there are four discard piles. The **Discard Area** is now ready.

3. Finish Setup

Depending on the number of players, some **Research Assistant (RA) cards** and **Bonus cards** may not be used. Return them to the box using the chart below.

	2 Players	3 Players	4 Players	5 Players
Bonus	Three lowest value cards of each type	Two lowest value cards of each type	Lowest value card of each type	None
RAs	One of each type	Any four	Any two	None

Each player receives two RAs and arranges them one above the other, special ability side up. The remaining RAs are set aside nearby in the play area.

Group the three types of Bonus cards into face-up piles, each organized from high to low value and place them to the side. Randomly select a starting player. **You are now ready to play Project AUDE!**

Here is an example of a 3 player game, in progress. Note how each player has two missions, the draw deck and discard area are in the middle, and the bonus cards and extra RA cards are off to the side.

Each player has two Missions in front of them. Each Mission has a Research Assistant card on the left.

Draw deck is within reach of all players.

The Discard Area has a pile for each card colour. The piles are spread so the date on each card is visible.

Bonus cards & extra Research Assistant cards are off to the side.

Cards from completed missions are placed to the player's left in their Collected Artifacts area, to be counted at the end of the game.



SEQUENCE OF PLAY

Complete One Mission (optional)

If you decide to complete one of your missions, it must be done **before** the Gain and Place a Card action. *See more about completing a mission on the facing page.*

Gain and Place a Card

Take a single card from the top of any of the discard piles and place it in one of your missions. **-or-** Draw two cards from the draw deck, keep one card and place it in one of your missions. Discard the other.

Placement Rules:

- 1) Card must be added to the (right-hand) end of the row, not in the middle.
- 2) Card must be a different colour than others in the mission.
- 3) Card's date must be in later chronologically than card to its left.

Discard Rules:

The discard area is grouped by colour, so place all discards face up in the *matching colour pile*, or start a new pile if needed. If you can't (or don't want to) place either of the cards you drew, you can discard both.

Activate Special Abilities (optional)

At any time during your turn (before, during, or after either of the above actions), you can activate available special abilities on your Research Assistant cards. *See more details about these abilities on pages 10-11.*

When your turn is over, the player to your left takes their turn. Play continues clockwise around the table until the game ends.

Completing Missions

When a mission reaches **four cards** (not including the RA card), it can be completed at the start of your next turn. To complete a mission, collect all Artifacts and VIPs in the mission and stack them in your Collected Artifacts area to your left. Don't collect the RA card! Return it to the middle, choose a new RA, and start a new mission.

Achieving Bonuses

Bonuses can be gained upon mission completion. If your mission has five cards, take a pink Bonus card. If your mission has six cards, take a purple Bonus card. If the mission is your fourth to be completed, take a green Bonus card. Place Bonus cards in your Collected Artifacts area to be scored at game end.



The three types of Mission Bonus Cards

Always take the top (highest valued) remaining Bonus card from the pile. All bonuses are limited in quantity, so get them before your competitors do!

NOTE: Some players mistake the green "Four Missions" bonus as a "Four Card" bonus since the other bonuses are for Five and Six card missions. You get the green bonus when you finish your 4th mission of any size.



GAME END



The game ends **immediately** when a player draws the Lord Beaverbrook card. The player who drew it does not complete their turn.

Uncompleted missions do not score points.

Final Scoring

Each star on cards in your Collected Artifacts area is worth 1 point. Add points from any bonus cards you gained during play.

The player with the most points is the winner. In the case of a tie, the player with the earliest date on one of their collected artifact cards is the winner.



SPECIAL ABILITIES

Each Research Assistant has a special ability that can be used once during their mission. There are six types. Each appears on two different RA cards.

Below, you'll find more details about each ability.



Insert the card you draw this turn at the beginning of this mission

Instead of placing the card at the end of your mission as usual, you can insert it at the beginning, sliding the others in the mission to the right. If it is an Artifact card, the date on it must still be in chronological order.

Tip: You can activate this after you draw two cards and look at them.



Rearrange the cards in any one discard pile

Pick up any one discard pile, rearrange the order of the cards in it anyway you want, then return it to the table.

Tip: Since only the top card of a discard pile is available to take on your turn, rearranging can bring a valuable card from underneath to the top, making it available to you.



Add a duplicate colour to this mission

Add a card with the same colour as a card that's already in your mission. If it is an Artifact card, the date on it must still be in chronological order.



Draw four cards instead of two this turn

Increase the number of cards you draw from the draw deck from two to four. This ability replaces the usual “draw two cards” action; it can’t be used to draw four cards in addition to the standard action. Choose one and discard the rest.

Tip: If you feel confident you have more points than your opponents, this ability can also help end the game sooner.



Take a card from this mission & insert it anywhere in your other mission

Pick up a card in this Research Assistant’s mission and move it into your other mission. When moving the card, you can insert it anywhere in the other mission (not just at the end), as long as the date will be in chronological order.

Tip: You can activate this after you draw two cards and look at them.



Keep both cards you drew from the draw deck this turn

After drawing two cards, add both to your missions, instead of discarding one. This applies only to cards drawn from the draw deck, not obtained from the discard area. The cards can be placed in the same mission, or one in each mission; they aren’t restricted to this Research Assistant’s mission.

Tip: You can activate this after you draw two cards and look at them.

Tip: You can combo this card with the “Draw four cards” ability, but you can still only keep two of the four you draw.

WHILE we believe the game is best when played with the increased strategy provided by these special abilities, some family members might find all the extra rules overwhelming. For a simpler, family-friendly version, remove the RA cards completely. The game still works without them.

About This Project

Project AUDE is the second tabletop game created by Resolve, the University of New Brunswick's applied game design research group led by Dr. Scott Preston. Resolve designs games that educate, inform, engage, and change. We also work to increase awareness of the potential of tabletop games on campus and in our community. Our name refers to our determination to study how games work and apply this knowledge towards finding answers to problems, helping change the world around us. Resolve is committed to providing experiential learning opportunities for UNB undergraduate students. Between 2021 and 2024, eleven different students participated in the group through a combination of work-study, course-credit or paid internships, independent studies, and practicums.

Project AUDE began in October 2022, a collaboration with UNB Archives and Special Collections, to raise awareness and promote the archives and special collections among UNB students, researchers, and alumni. Dr. Preston and his students conceptualized, designed, and playtested the game during the school year of 2022-23. The team spent summer and fall of 2023 researching UNB's history, working with the archives to locate and select the images, write the historical descriptions for the cards, and finalize the graphic design. Box design and rulebook were completed in spring of 2024.

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