Out of Nothing

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Theme & Objective

Out of Nothing is a silent, ten minute cooperative game about Nuclear Semiotics, in which one player takes on the role of **The Architect**, one or more players take on the role of **The Spade,** and the two sides attempt to use extremely limited means to effectively communicate about the contents of two burial sites, which are randomly drawn from a hand of four possibilities, which is randomly drawn from the deck of sites. Each turn, **The Spade** will randomly draw two double-sided word tokens (**Signs**) from a bag and choose one, presenting their word-choice face up on one of the **Dig Sites**. **The Architect** may **Intervene** by flipping the token to its other side or moving it across to another **Dig Site** (but not both actions). **Endgame** is triggered when eight **Signs** have been placed or four **Interventions** have been used. At **Endgame**, **The Spade** must correctly guess the contents of both **Dig Sites**.

Setup

Out of Nothing uses scaling difficulty. In a standard game, **The Architect** randomly draws three cards from the Sites deck (plus Nuclear Waste, which should be in play every game), and pulls them out of the second Sites deck as a reference for **The Spade**. Out of **The Architect**'s own four cards, they randomly draw two to use as Sites for the game.

For an easy game, draw Nuclear Waste plus two cards from the Sites deck before randomly selecting two for the board. For a harder game, draw Nuclear Waste plus four cards. For an extremely hard game, draw Nuclear Waste plus five.

Print and Play

This edition of *Out of Nothing* has been modified to be printed and played for free. To play the game, print the following items:

- One copy of these Rules
- Two copies of the Sites
- One copy of the Player Aids
- One copy of the Board (including four Interventions to cut out)
- One copy of the Signs (double-sided)

Playtesters: Ariel Chu, Jono Naito, Ryan Oet, Mikhail Oet, Mark Oet, Alex O' Connell, Alise Anghel, Jonah Evans, Inna Vysman.