

DG: Erm...

JH: Players take turns to roll a die to determine how many squares they may move their gorilla during that turn. Gorillas can move in any direction, except diagonally (on account of a recent obesity epidemic). If a player lands on a Classic Gorilla Scenario or Monolith Consultation square, then they must draw a card from the respective card deck and perform any subsequent actions dictated by the card. If a player lands on an antenna, and is in possession of a Radio Engineer card, then they may broadcast an encrypted Quite Large Truth to another antenna of their choosing (place a Broadcast token on the chosen Antenna). If a player lands on an antenna that is already broadcasting, they may intercept its message, and draw a Quite Large Truth card. If a player lands on a Leopard square, they must miss the next turn. Finally, if a player lands on an empty square, they should do nothing. The game is won by the first player to reach the Italy square, having acquired at least three Quite Large Truths along the way.

DG: Great, is that everything, or is there—

JH: Actually one more thing...

DG: Another rule?

JH: No, the bird thing. Sorry... I keep going back to that. Are you sure it's a real phrase? Who's throwing stones at birds? And why? It's just that—

<Interview terminated>

TRANSMISSION

BY JEREMY HORB



TRANSMISSION

According to local legend, in the dankest sanctum of the Ung'Ah jungle there dwells an ancient tribe of between two and four gorillas. The so-called Ung'Ah gorillas have fascinated anthropologists for centuries, in spite of anthropology usually being more concerned with the study of humans.

One such scholar was Jeremy Horb. In 1997, Horb set sail (on land) from just outside his faculty office in Madison, Wisconsin. After a brief rethink of his transport arrangements, he arrived at Ung'Ah in November of that year.

Horb emerged from the dense jungle six long years later, to a world that had moved on without him. Undeterred, he worked tirelessly to tell his story, lest the plight of the Ung'Ah gorillas be lost to time. "Transmission" is the result of this seventeen-year endeavour.

AN INTERVIEW

The following is an excerpt from an interview given by Jeremy Horb, for *Anthropology Weekly*:

DG: So let's talk about your board game. Is it a faithful retelling of the gorillas' story, or did you have to embellish a little to better fit the medium?

JH: Of course, some of the details were a little hazy, and the overwhelming majority are just downright fabrication. But then, what do you expect? It's been damn near two decades since, and memory can be a cruel mistress.

DG: And why—

JH: A cruel, cruel mistress.

DG: ...And why a board game? Why not write a paper instead? Or a memoir, maybe?

JH: Well, as you know, anthropology has never really been my area—I mostly just work with gorillas. To be honest I'd always wanted to make a board game, too. This way I could, to coin a phrase, "kill two birds with one stone".

DG: What do you mean, "coin a phrase"? Have you... Have you not heard that phrase before? It's quite a well-known phrase.

JH: Hmm, well I don't know about that. I'm not calling you a liar, but I've certainly never heard it before.

DG: Ermm... Ok... Oh, and what do you have to say in response to some of the game's early detractors, who have bemoaned an apparent lack of rules?

JH: It was an unfortunate oversight... I'd thought the rules would be self-explanatory—it's basically just gorillas. But erm... Apparently board games have "moved on since 1997", and I have to produce a rulebook. I haven't written anything though, so if it's alright with you, I'm just going to recite them verbatim right now, since this interview is going in the rulebook anyway. Would that be ok?