



# The Dark Voyage

*A Storytelling Game of Community and Drama in Space*

Created By Ellie Logie

[Type here]

## What this Game is About

The Dark Voyage is a narrative game where the drama of shipboard life and the dangers of space are your adversaries. At its core, Dark Voyage is a map-drawing, role-playing, community focused cooperative storytelling experience that takes place aboard one of the innumerable colony ships that leaves Earth after an extinction-level event. It is a game about creativity, decision-making, and storytelling. As you play, you'll make decisions about the community that forms aboard the colony ship and guide your fellow players through scenario prompts that allow your imagination to run wild. Players will create and guide the colonists aboard Lifeboat-316 through planning and discussion, while also putting in problems and challenges for the colonists and player-characters to overcome. This game is not about winning or losing, in fact, there are no winners or losers at all. You either succeed as a collective or perish in your squabbles.

## The Escape Clause

The year is 2145 and Earth is teetering on the brink of destruction. No one is certain what will spell humanity's doom, but everyone agrees that *something* will. To that end, the nations of Earth came to an agreement called the Escape Clause, the only recorded unanimous decision in history.

Under the Escape Clause, each nation built an array of launch sites across the globe and outfitted them with massive colony ships packed with the resources needed to establish a home on a new planet, if the worst were to happen. The Escape Clause overruled, in theory, all other international laws. Survival trumps bureaucracy.

For one hundred years the ships collected dust. Then, the call to evacuate came in the form of air raid sirens, loud speaker announcements, television broadcasts, and smart phone alerts.

It was time to get to the lifeboats and evacuate Earth.

Every citizen is assigned a lifeboat to escape to at birth. Each colonist is assigned a role on their lifeboat according to their expertise. You are one of those colonists.

When the call came, where were you? What did you have to drop as the call to evacuate blared? What is your role on the lifeboat? What happened to the Earth and where are you headed now?

The Dark Voyage is a tabletop roleplaying and diagram drawing game where you take the role of a colonist escaping on Lifeboat-316. Your mission is to take to the stars and help the remnants of humanity arrive at their New Home. What happens along the way determines if your group of colonists makes it, or becomes lost in the dark like countless other lifeboats.

## Playing the Game [Summary]

The Dark Voyage takes place entirely aboard and around a single colony ship. During setup, the players of the first Acting Captain and the Crew each create a character to play. Then, collectively or randomly, decide on the various factors that influence gameplay and what kicked off the story to begin with. You will also design Lifeboat-316 as part of play. The game is divided into three phases: Get Ready for Takeoff, The Voyage, and Arrival at New Home.

Most actions and events are resolved narratively, with both Captain and Crew deciding what makes for a cooler story. When conflict arises, or the outcome of an action is uncertain, that is when dice rolls come in. The Dark Voyage operates entirely on six-sided dice, as d6s are the easiest type of dice to get a hold of. Rolling skill checks is simple, each character rolls the appropriate attribute and adds or subtracts any conditional modifier from the die result. If the roll is equal to or greater than the character's relevant attribute, the action is a success!

A roll of 1 always fails and a roll of 6 always succeeds.

Captain and Acting Captain are interchangeable terms.

The Voyage is the focal point of the story, with the apocalypse and arrival at New Home being of relatively little importance, comparatively. During each fortnight, known as a Cycle, the Acting Captain will draw a card from the Event deck (elaborated on later) and say what is on the card. The Captain also makes decisions and takes actions along with drawing from the Complication Deck at the end of the turn. The Acting Captain title changes to another player each turn.

The Acting Captain is the only one each turn to draw cards. The first card drawn is an Event, where the Captain makes their decision based on what happens on the card. Then the Captain takes a community action to help or hinder the community. Finally, the Captain draws a card from the Complication deck, which is a character specific event that should be roleplayed out

as your characters. Everyone acts during the Complication, with the Captain narrating the scene as an unbiased third party. The game comes to an abrupt end when the Ace of Hearts is drawn, signaling the arrival at New Home.

Captain and Crew each have three roles to fill: The first is the representation of the community of colonists from a top-down perspective, the second is to coldly introduce problems like a bored god, and finally to go on mini-adventures as your characters (or enemies in the case of the Acting Captain) during the Complication.

## What You'll Need

The Dark Voyage doesn't require a lot of materials, but here is what you'll need:

- 3-6 people to play and 3-5 hours of game time
- A piece of paper; blank or with a grid
- Pencils, eraser, paper to use as character sheets
- A set of six-sided dice (one die per player)
- A deck of 52 playing cards
- A marker to indicate Acting Captain (optional)

## Darkening Skies

*Read Aloud.*

For a long time, we knew Earth was teetering on the brink of annihilation. Now, you get the call to evacuate. From a young age you knew that at any moment the alarm could sound, signaling the endangerment of mankind. You know your role, you've practiced for it. You know the way, you've taken the path hundreds of times. Your New Home is out there among the stars, and now is the time for escape. You only have a limited time with which to build the relationships of your new community. One chance to make certain you're ready to land. Only when your ship's hull burns through the atmosphere of your New Home will the game end. You may not survive the journey, but we don't know that yet. What we do know is that you are the last humans, the other lifeboat statuses are unknown, and they're to be assumed dead, as they assume the same of you. What will you do, what will you create, and what community will you help forge when you take The Dark Voyage?

## Phase 1: Get Ready for Takeoff

This phase sets the stage for you and your Crew to flesh out the setting and make important decisions about what course the game will take along with setting up the game space itself.

### Setting Up

Divide the playing cards into two decks: One deck containing the suites of Hearts and Clubs, the other deck of Spades and Diamonds. The Hearts and Clubs deck is referred to as the Event Deck, with the Spades and Diamonds being the Complication Deck. The Complication deck will have 26 cards and the Event deck will have anywhere between 10 and 26 cards depending on choice of game length (explained below).

Any card with an -or- statement can have either result chosen by the Captain, depending on how interesting the story told could be.

### The Ace of Hearts

When the Acting Captain draws this card, the game comes to an end. It could come anytime near the end of the voyage as various factors could cause the ship to arrive earlier than expected. Show the Crew the ace and explain that once the card is drawn, the game is over. If the ace happens to be discarded due to another card's effect; complete the turn, then the game ends.

### Event Deck

This deck has between 10 and 26 cards, each representing a fortnight (two weeks), known as a Cycle. Each Cycle, the Acting Captain will draw an Event card and reads the text they chose aloud, then make a decision about what happens. The role of Acting Captain moves clockwise around the table, with each player getting the role multiple times. Alternatively, you can choose the order of Acting Captains, but it must remain the same throughout play.

#### *Preparing the Event Deck*

The Event Deck must be prepared by first removing the Ace of Hearts. Then, shuffle together the remaining Hearts and Spades. Without looking, draw fourteen cards and place them face down. Then, remove the bottom three cards from the Event deck (still without looking) and shuffle in the Ace of Hearts, placing the four cards back at the bottom and giving you a total of fifteen cards for the Event Deck. Set aside the leftover Heart and Spade cards as they won't be used.

### Customizing Game Length

Maybe you want a shorter or longer game? In this case, you can simply draw fewer or greater numbers of cards to use as the Event Deck. A shorter game typically consists of 10 cards, the average length is 15, and longer games use 20. You can pull as many or as few cards to form the Event deck as your group wants.

### Complication Deck

This deck has 26 cards. Unlike the Event deck, the order doesn't matter for any card, so shuffle together all Diamonds and Spades and set the deck face down. At the end of each Cycle, before the next Acting Captain's turn starts, the current Captain will draw a Complication card and read the corresponding texts silently. Like the Event deck, the Captain chooses which scenario prompt to go with if two are listed with an -or- statement. Then, it is up to the Crew to take control of their individual characters and roleplay out the problem and solution (if they find one). Once the Captain chooses the Complication, read the chosen text aloud and narrate the player-characters into the scene, allowing them to act and respond as they might when playing a traditional tabletop roleplaying game.

When narrating Complications, the Acting Captain's character sits out, busy with their leadership role. The Acting Captain's character cannot interact with Complication in any way, even if the scenario would be appropriate for the Captain's character to be there. The remaining crew solves the problem put forth by the Captain, who should come up with a short, interesting mini-story for the players to act out. Complications may not be inherently bad, but will need to be roleplayed out to determine what happens, even if that roleplay is only a conversation. Failed Complications can extend the number of cycles needed to complete a Plan, while success could mean a resource is bumped up to Plentiful. The choice is up to the group to agree on unless the card says otherwise in **Bold Text** (in which case you have to do what the card says).

### Constructing the Colony Ship

Before the game begins, we must first set the stage. Since the entirety of the game takes place aboard Lifeboat-316, the first step is to construct the ship. We'll begin with a brief discussion at the table, taking a couple minutes to generalize what the ship looks like and what kind of environments it has inside of it, sketching the outline of the vessel as you make it in your imaginations. This could be as simple as someone

suggesting, "I think the lifeboat has huge spheres that each contain an enclosed biome." And everyone else nods in agreement. At this point, each person should introduce one detail about the ship, sketching it on the ship diagram. You should leave lots of blank space to fill out later. The sketch also does not need to be very detailed, so long as everyone knows what is what. The population can be as large or as small as you desire, but it is safe to assume that a colony ship has between 1000 and 5000 people onboard.

The Lifeboat can take any shape, even if the laws of physics might not agree with the design. Draw something that you and the other players find interesting and engaging. The ship could even be a linked set of capsules or a floating island protected by a dome. Let your imaginations run wild, this is sci-fi fantasy after all!

### Determine Apocalyptic Causality

No one is immediately sure why they ended up having to evacuate Earth. No one, except the first Captain. Transmitted to all captains was the reason the world ended. This could be something that you make up or determine randomly in the following charts. The Apocalyptic Causality should affect life on the ship in some way, such as if there was a machine uprising that ended humanity, maybe word spreading of that event would lead to distrust in the established mechanisms of the lifeboat? Maybe one of the machines got onboard? Perhaps divine judgement was the cause and that effects what religion the colonists follow and how religious the colonists are.

The group votes on whether they all know what ended the world or only if the first Captain does (this is an all-or-nothing choice; either all players know it or not). The first Captain always knows.

To determine the Apocalyptic Causality randomly, roll a d6 and consult the following chart:

### Type of Apocalypse

#### RESULT

1	Biological
2	Technological
3	Supernatural
4	Societal
5	Cosmic
6	Environmental

Based on the first result, find the chart that breaks down sub-examples of Causality and roll another d6 on that chart to determine specifics. These give you some ideas of what could have happened, but are not the only apocalypses you can use, anything you come up with that serves the story well should be used!

### Biological

#### RESULT

1	Viral/Bacterial Outbreak
2	Zombie Contagion
3	Nature's Wrath
4	Apex Predator unseats humanity
5	Not enough food/water
6	Pharmaceutical Disaster

### Technological

#### RESULT

1	Technological Singularity
2	Transhumanism
3	Nano-Plague
4	Machine Uprising
5	Worldwide EMP
6	Alien Invasion

### Supernatural

#### RESULT

1	The Old Gods Awaken
2	Planar-Outsider Invasion
3	Monsters or Demons
4	Magical Destruction
5	Ragnarök or Divine Judgement
6	Supervillain Destroys the World

### Societal

#### RESULT

1	Nuclear War
2	Governmental Collapse
3	Economic Crash
4	Overpopulation
5	Extremists Take Control
6	False Alarm Triggered, Too Late to Turn Back

### Cosmic

#### RESULT

1	Asteroid/planetoid hits Earth
2	Sun Goes Supernova/Solar Flares strike
3	Moon in Orbital Decay
4	Ozone layer can't protect Earth from space
5	Earth Reduced to a Desert
6	Earth destroyed for intergalactic superhighway

### Environmental

#### RESULT

1	New Ice Age
2	Continental Earthquakes
3	Massive Wildfires
4	Volcanic Eruptions
5	Pollution too great to sustain life
6	Continent Submerging Tidal Waves

### Starting Resources

Next, we will declare what resources we have available on Lifeboat-316. These are specific resources the ship has that is either Plentiful or Lacking. Plentiful means that a resource is renewable and is commonly used aboard the ship. Lacking means that a resource either doesn't exist or cannot be easily replenished, and using them haphazardly could endanger the colonists. Lacking resources can spur actions based on severity, such as a Lacking Resource of Life Support could mean that colonists die until the Acting Captain Begins a Plan to repair/build Life Support Systems. Remember, the lifeboats went unused for a century, so critical systems may be neglected or absent.

Here are some examples of resources:

- Life Support
- A Source of Energy
- Protection from space, aliens, or pirates
- Comfortable living quarters
- Food
- Entertainment
- Mental Health

Choosing a resource makes it important to the game, not just to the setting. If you pick something like "fresh food", it becomes something the crew cares about and needs. Instead of sustaining themselves on dried pre-packaged space meals, they instead yearn for the home-cooked spread.

Each player will define two resources. Go around the table twice, in turn order, and jot down the resources. If a resource isn't listed it is not considered important to the game, even if it logically should be. For example, if Water isn't written down at all, you are assumed to have it, but it's not relevant to the game. Resources can change to become Plentiful or Lacking as the game progresses. Additional resources may be added during play. Resources are not removed from play once established.

Then, as a group, choose two resources to be Plentiful, meaning that it is abundant and/or renewable in some way. All other resources are Lacking. Both types of resources should also be drawn on the diagram in some way, even if that is to show the absence of the resource.

## Character Creation

The first Captain and each Crewmember will make a specific character for themselves along with roleplaying the community as a whole from a 'top-down' perspective. In general, you only take control of your specific character during the Complication. You do not need to be 'in character' until the Captain draws the Complication for the turn.

## Determine your Attributes

Each character has three attributes: Force, Rationale, and Influence. These are broad categories that encompass how your character approaches problems and their aptitude in general fields. Each attribute starts at 6. You have 6 points to allocate to your attributes. The lower the number, the better you are at it. To lower an attribute, subtract points on a 1-for-1 basis, reducing the number of the attribute and making success easier. You can have a minimum of 2 in an attribute. When rolling for an attribute, roll a d6 and compare the die result to your character's attributes. If the result is equal to or greater than the value listed on the attribute, you succeed. If you are asked to add or subtract a value from the roll, the subtraction/addition applies to the number rolled on the d6.

Example:

Force 2 (4 points spent)

Rationale 4 (2 points spent)

Influence 6 (no points spent)

Attributes are an abstraction of prowess in broad categories. Force, for example, can be used to pry open a sealed bulkhead or shoot a gun. Or, a character may use Influence to find out the person they are talking to is lying to them or to persuade an NPC to take a certain course of action. Rationale is used to intelligently solve a problem such as hacking into a computer system or performing a medical autopsy. During contested rolls, Attributes always resist the same attribute. So, if an alien fires a ray gun, the Captain rolls the alien's Force to see if the alien hits while the Crewmember also rolls Force to try and turn the tables. Alternatively, if a Crewmember is trying to hide from a band of space pirates, both sides roll Rationale. You will never defend

against Force with Rationale, nor Charisma with Force, the Attributes are *always* resisted by the same stat.

## Find a Job

Each person aboard Lifeboat-316 has a role they were selected for, a job they are responsible for. Each person onboard the ship has one primary job and is expected to fill roles as needed based on their areas of expertise. Each member of the Crew should hold a position where they are the leader in some regard. They represent their faction and try to make decisions to help their organization. Jobs do not impose any mechanical penalties or bonuses, but are there to help flesh out your character. You can make up the jobs on the ship, but here are some example jobs:

- Head of Personnel
- Research Director
- Security Chief
- Medical Director
- Chief Engineer
- Chef
- Chaplain
- Botanist
- Detective
- Quartermaster
- Janitor
- Whatever else you can think of

This job does not factor into the game when you are not playing your character directly. You need not vie for faction supremacy while looking at the lifeboat from a top-down perspective.

## Character Aspects

Aspects flesh out a character and make them more of a person. Each character will have two or four roleplay Aspects; descriptors that help you embody the mindset of the character and help determine their motivations. A positive Aspect must be coupled with a negative Aspect, and vice versa. Aspects can be any adjective or short phrase, from "Will never let someone go hungry" to "Jaded" or "Runs at first sign of trouble" or "Empathetic", etc. Aspects are for roleplay ques, so come up with something interesting!

## The Captain

The first Captain is the only one who knows with certainty what caused the apocalypse (decide who will be first before the game starts, typically the first Captain should be an experienced player or the host), unless you chose otherwise at the outset. The title of

Acting Captain changes each Cycle, moving clockwise around the table so each player has a chance to make decisions and narrate Complications along with interacting with the game on every turn. Alternatively, you can have the Captain role go in any order, as long as that order remains the same throughout play.

## Phase 2: The Voyage

This phase is where most of the game action takes place. The basic unit of play in The Dark Voyage is the Cycle, a span of a two-week period that follows these steps each turn:

- Plan statuses are advanced. Reduce the cycles required to complete by 1 for all Plans. If a plan is reduced to 0 cycles, the player who began that plan narrates the resolution and draws it on the diagram.
- The Acting Captain draws an Event, makes their choice, reads the relevant text aloud, and follows all **Bold** instructions.
- The Captain takes an Action.
- The Captain draws a Complication and uses the prompt to narrate the scenario to completion for the Crew.

The totality of each turn should only take around 5-10 minutes apiece. The longest part of the turn will likely be the Complication.

### Captain's Actions

During each turn, the acting Captain takes an action before they draw the Complication. The following are the actions the Captain can take during their turn.

#### Create an Encounter

One of the Captain actions is to Create an Encounter. Scanners pick up something new in the vicinity of the Lifeboat. This is used to introduce and subsequently draw something new on the diagram. This can be anything that sounds fun or interesting that can be expounded upon later using other actions or during Complications. These encounters can be situations, potential resources, people, problems, or anything else you can think of that can advance the plot of your voyage.

Some example encounters:

- There's a mechanical barnacle attached to the hull.
- A magical artifact appears on your lifeboat.
- There's a mineral rich asteroid floating nearby.
- Strange wailing noises come from the engine room after lights-out.
- An alien vessel arrives and contacts you.
- The children saw something in the vents.

You do not specify details or give input on what should be done, you only say what you are adding and draw it on the map. In the above example "The children saw something in the vents" you don't get to say what the children saw. You or another Crewmember could Begin a Plan of Action or Call a Conference (described below) to find out, though.

#### Begin a Plan of Action

The next Captain Action to Begin a Plan of Action. You decide what the crew will do about a certain situation or encounter. You're not asking for the crew's permission; you're telling the colonists what to do and they start doing it. You're the Captain, damn it!

Some example projects:

- We're converting the ship's morgue into a bio-containment unit.
- We're cleansing the ship of the sentient fungus.
- When the stars align, we're going to appease the Old Gods with a sacrifice.
- We're repairing the hull damage inflicted by the pirates.

As a group, decide how many cycles the plan should take to complete (minimum 2 and maximum 5). Remember that this is a big ship and a lot is happening on and off-screen. It's not easy to construct a new deck or repair the fusion reactor. Mark the diagram with an erasable number next to where the plan is happening. This is the notation of how many cycles the plan will take to finish. Also, draw the situation on the diagram to reflect the plan if there is nothing drawn already.

Notate who started the plan, as they will narrate how it is resolved once the plan is completed.

#### Call a Conference

The final Captain Action is to Call a Conference. This action allows you and the crew to discuss what is

happening on the ship, flesh out details of an encounter, or decide as a group what to do about something. You open the conference by selecting something on the diagram and asking a question about what it is or what should be done about it (you do not make anything new here, that's what the Create an Encounter Action is for). Then, going in turn order, everyone gets to say what they think is there and what should be done about it. Everyone should briefly give their input with you giving yours last. Each person only gets to speak once (except for the Acting Captain, who posited the question).

Then, as a group, decide on one outcome from the conference that everyone likes best (such as through a vote) and add the details to the diagram. This is an out-of-play discussion and not a meeting between characters.

Some example conference questions include:

- "What do we think is on the asteroid following us?"
- "It looks like there's damage in this section of the ship. How bad is it?"
- "Do we think the food source we found is rich in nutrients?" (This could lead to a Lacking Food resource becoming Plentiful).

Some example conference statements include:

- "I think the asteroid following in our wake is infested with space scarabs."
- "This mechanical failure is worse than we thought. We should Begin a Plan of Action as soon as possible." (This can lead to a new Plan of Action being made).
- "The food source we found looks like it's high in nutrients, but they're alien and our bodies can't process them." (Food resource remains Lacking)

This process is used to flesh out ideas about what should happen on the lifeboat and what the Crew is prioritizing. Unlike other actions, the Captain's word isn't final. This is a group decision and you may not like what the community agrees on. Remember not to make things too easy for your colonists or else the game won't be as fun.

### Plan Status Advancement

Unless the most recent Event or Complication card told you otherwise (in **bold** text), the number of cycles needed to complete each Plan is reduced by 1 at the start of the Acting Captain's turn. A result of 0 means

the Plan has finished. Whoever began the Plan of Action tells how it turns out and draws the result on the diagram.

A Plan can finish early, more quickly, or outright fail if a card says as much (in **Bold**).

When a Plan is finished, it is assumed to have some positive impact on the lifeboat. Sometimes, it might make sense to have a Plan end uneventfully. Plans should not be detrimental or negative.

If a Plan seems like it should be reasonably finished during the course of a Complication, the plan remains on the diagram and advances normally until completion. This means that the community still has concerns over what happened and the official completion may simply be confirmation that the Complication did indeed resolve the issue. It could also mean there is another layer to the problem that is discovered.

For example, if a hostile monster is found aboard the lifeboat during an Event, and one of the Crew (during their turn as Acting Captain) Begins a Plan of Action to root out the monster, it is possible that a Complication allows direct intervention by the characters to hunt down the monster. During narration, one of the characters kills the monster. The Plan remains on the map until normal completion, where the initiating Crewmember says how the Plan concludes. The Crewmember could say "Fearing there may have been more monsters onboard, the crew performed a thorough search and definitively learned that the first monster was the only one."

Concluding a Plan may result in a new Resource or escalating a Lacking Resource to Plentiful.

### Conflict Resolution

There may be times when the narrative calls for a fight or other physical altercation. In cases like these, the Crew always acts first unless the Complication specifies that they are surprised (meaning NPCs or environment act first). During your turn, select an Attribute and describe why it would work to defeat your enemy. If the Captain gives it the OK, roll the attack (the enemy will defend with the same Attribute). If you succeed, the enemy is incapacitated. If you tie, you reach a stalemate and nothing significant changes. If you fail, the enemy turns the attack against you in some way and you are incapacitated.

Your character does not die if they fail a Complication or are incapacitated. You may wake up in the med-bay or the incapacitation was narrated as you being restrained in the brig. Likewise, your enemy may not die from incapacitation either, unless the Acting Captain decides it to be so. Nothing, not even the Acting Captain, can kill off your character without your consent.

If you do not resolve the Complication, make a marking representing what happened on the ship's diagram. You can Begin a Plan later to start resolving left over Complications automatically (each Plan only encompasses one Complication) or figuring out how the Complication makes life worse for your lifeboat.

## Phase 3: Arrival at New Home

It is best to leave the specifics of New Home a mystery. The crew does not know exactly where they are going; it could be a planet, moon, or space station setup to allow the repopulation of humanity, but any answers should be nebulous at best. The game ends when the Ace of Hearts is drawn by the Captain. The card is read aloud and the game immediately ends as the Acting Captain narrates the arrival (or failure to arrive) at New Home. Once the game is over, it's fine to talk about what New Home is like, what happens to the crew after the lifeboat's arrival, or any unresolved matters that followed them to their New Home. Now that the game is over, feel free to discuss whatever else you want or use the setting you've collectively created for further stories or tabletop campaigns!

## Additional Stuff to Consider

### I don't know what to do!

At any point, if you are at a loss for what to do or are out of ideas, you can always ask for suggestions from the other players, but the Acting Captain's decision is final. If you give a suggestion and the Captain decides something else, you don't get to contest the decision. Likewise, if you are the Acting Captain and someone gives you a suggestion that leads you to another idea, they don't get to whine about you not using their idea.

### Keeping Track of Resources

Although you will only start with two resources being Plentiful, there are opportunities to convert Lacking resources into Plentiful ones. Throughout the game, be

sure to update the list of resources as needed, such as if a Plan of Action is completed that changes a Lacking resource to Plentiful, or failing to resolve a Complication may result in a Plentiful resource becoming Lacking. You may also end up adding completely new resources to the diagram.

If a card says to add a Lacking or Plentiful resource, you may either add a completely new resource or upgrade/downgrade an existing one from its current status to the new one.

## Captain Actions

Create an Encounter lets you introduce new stuff into the game. Call a Conference lets us decide on diagram details as a group. Begin a Plan of Action lets you resolve situations and advance the collective. By understanding what each can do, we can ensure that each cycle in space is filled with interesting stories!

It is important that we don't cheese the system. The Captain shouldn't Create an Encounter to conveniently find the anti-matter you needed to refuel the engines. Likewise, if you Call a Conference, it shouldn't be used to bring up topics that didn't even exist before now. Also, don't be vindictive when Beginning a Plan of Action to undermine another player's ideas. This is a game about collective make-believe with your friends, so don't be immature.

## Colonial Factions

Over the course of the game, some factions or groups may arise due to certain actions (or inactions), where the people can no longer see eye-to-eye. Your individual character may be a part of, or against, said faction(s). If this is the case, you must remember that you only embody your character during Complications. Don't let character motivations bleed into the top-down decisions you make during the rest of the turn.

## Character Focused Roleplay

During Complications, each member of the Crew acts solely as their own character. During this part, all overarching control is relinquished to the Acting Captain, who acts as a sort of Game Master for the brief encounters brought up by Complication cards.

Use this time to talk as your characters, remembering that they are only a part of the ship's community and are not omnipotent dictators. While you are narrating as the Captain, don't make any scenario overly complicated or tedious.

## Events

### Clubs



Ace	Now is the time to preserve dwindling resources. <b>A Plan Fails, but gain a Plentiful resource.</b>	-or-	Now is the time for action and hard work. <b>A Plan finishes immediately, but gain a Lacking resource.</b>
2	A charismatic girl convinces many to help her in an elaborate scheme. What is it? What percentage of the colonists join her? <b>Begin a Plan of Action</b> to reflect this.	-or-	What beliefs define your colonists?
3	A bureaucratic stalemate deadlocks conversation. <b>Plan statuses are not reduced at the beginning of the next cycle.</b>	-or-	All the children onboard the lifeboat can't sleep. <b>Call a Conference</b> about this in addition to your normal action.
4	Introduce a dark mystery aboard the lifeboat.	-or-	Heated conflict flares up within members of the collective. As a result, a <b>Plan fails.</b>
5	The crew works tirelessly. As a result, a <b>Plan finishes immediately.</b>	-or-	There is a spooky legend about this lifeboat. What is it?
6	What important machines or tools does the collective lack? <b>Add a Lacking Resource</b>	-or-	Solar turbulence destroys something or damages the lifeboat. What is it, and how severe?
7	Space debris hits the lifeboat somewhere. What is it? Where did it hit?	-or-	Sensors pick up a drifting vessel following your path. Does it have power? <b>Mark the finding on the diagram.</b>
8	A space wizard teleports onto the lifeboat. Is the wizard human? Are they hostile? What arcane spells do they bring?	-or-	The collective is overly concerned with crew safety. What measures do you take to keep everyone safe and surveilled? <b>Do not reduce Plan statuses next cycle.</b>
9	An older crewmember dies. What was the cause of death?	-or-	An environmental hazard is discovered aboard the ship. What is it? Is it contained?
10	A crewmember goes insane and locks themselves in their room, mumbling about not having enough of something. <b>A Plan fails, but change a Lacking resource to a Plentiful one.</b>	-or-	A devious crime is uncovered. What is it? Who uncovered it?
Jack	A psychic maelstrom rips through the ship. Choose one: 1. You spend the cycle treating the emotional wounds of the crew. <b>Plan statuses are not reduced next cycle.</b> 2. No one knows what can be done about it. <b>Add "mental health" as a Lacking resource.</b>		
Queen	The lifeboat's scanners pick up something. <b>Create an Encounter outside the lifeboat</b> in addition to your normal action.		
King	What is space like in this sector? How do the colonists adapt to the change?		

## Events

### Hearts



Ace	Lifeboat-316 arrives at your New Home. <b>The Game is Over.</b>		
2	A group within the collective demand to have their voices heard. Who is this group and what are they demanding?	-or-	A group within the collective damaged something during a wild party. What did they damage and how does it affect the rest of the crew?
3	Cabin fever hits the collective hard. <b>Plan statuses are not reduced next cycle.</b>	-or-	Hard vacuum destroys an important resource. <b>Add a Lacking resource.</b>
4	You are hailed by another Lifeboat.	-or-	You find another lifeboat adrift in the black. What is its status?
5	You drag along a large container containing supplies in your tractor beam. What is the container? <b>Add a Plentiful resource</b> and draw the container on the diagram.	-or-	How easy is it to find privacy in the lifeboat? Is the crew paranoid about Big Brother watching them?
6	A <b>Plan fails</b> . Which one, and why?	-or-	Health aboard the lifeboat deteriorates. What caused this?
7	A secret room in the ship is found. What is inside? <b>Create an Encounter</b> on the diagram in addition to your normal action.	-or-	One of the crew finds something interesting on the outer hull. <b>Begin a Plan of Action</b> related to its discovery in addition to your normal action.
8	You see a something beneficial amidst the stars. What is it?	-or-	You see a something detrimental amidst the stars. What is it?
9	Someone new arrives. Who is it and how did they get here?	-or-	A mysterious object is found in a contained force field onboard the lifeboat. What is it and how it is retrieved?
10	A mutiny breaks out onboard the lifeboat. Is the mob quelled or do they succeed?	-or-	A threatening force is found lurking in or around the lifeboat. What is this threat and what does it want?
Jack	Solar winds speed you along. <b>Discard the top two cards from the Event Deck and take two actions this cycle.</b>		
Queen	Sensors detect a beneficial windfall. What is it?		
King	A child goes missing. Choose one of the following: <ol style="list-style-type: none"> <li>1. The crew unifies their efforts and track down the child. <b>Plan statuses are not reduced this cycle.</b></li> <li>2. The child is lost to time and space, never to be seen again.</li> </ol>		

## Complications

### Spades



Ace	You realize your crew is not fully prepared to start a colony at your New Home. In preparation for the coming landing, how do they ready themselves? <b>Begin a Plan of Action that takes at least 3 cycles to complete.</b>		
2	Space bees have made their hive in the exhaust. The Crew must uncover whether they are beneficial or not.	-or-	An unidentified alien nest is found inside the ship. Stop the creatures from terrorizing that section of the lifeboat.
3	Something slams into the hull. Solve the issue or change one <b>Plentiful</b> resource to <b>Lacking</b> .	-or-	You find a body. Do you recognize who it is? Find out what happened.
4	A crewmember goes over the Captain's head and <b>Begins a Plan</b> that is not in the lifeboat's best interests. Does the crew help this individual or stop them?	-or-	You are accused of taking advantage of your position as Acting Captain. Your crew must defend your honor against the accusers. Who accused you?
5	The corpse of a massive creature drifts in the path of the lifeboat. What does the crew do to remove it from the path?	-or-	The Combine arrives. Who are they? Are they friendly or hostile? Why have they chosen your lifeboat?
6	A contagion breaks out among the crew. Contain it before it spreads.	-or-	A coolant pipe bursts in a habited region of the lifeboat. Solve the issue before the area become uninhabitable.
7	Morale is low. How does the crew raise it back up?	-or-	What is the most hideous part of the lifeboat? What does the crew do to make it better?
8	You overwork yourself trying to solve all the lifeboat's problems. <b>Suffer a -2 to the result of your next die roll.</b> This effect carries on until you make a roll.	-or-	You are the only one on the ship that does anything, so it's time for a break. <b>One Plan's status is increased by 1.</b>
9	A colonist was caught stealing. What were they after? What do you and the crew do about it?	-or-	A colonist was caught giving additional rations to people they considered needy. <b>Add a Lacking resource of 'food' if it is not Plentiful.</b>
10	Someone new arrives. The crew is the first contact.	-or-	A stowaway is found hiding in the lifeboat. Who is it, and why are they afraid?
Jack	You fly too close to a black hole and time dilates. <b>Take an additional action.</b>	-or-	You fly too close to a white hole and are flung forward. <b>Discard the top card of the Event Deck.</b>
Queen	A <b>Plan finishes immediately</b> . Which one? How do the crew contribute?  <i>If there are no plans underway, boredom leads to flying fists. A fight breaks out between two people in front of the crew.</i>		
King	You are far from home and civilization. Isolation breeds superstition and fear. Act out a scene depicting the fears of the crew in the vast loneliness of space.		

## Complications

### Diamonds



Ace	You are stuck in the gravity well of a binary star system. <b>Begin a Plan of Action</b> to escape after consulting your crew.		
2	Lifeboat-294 is off-course and appears on your diagram. Where are they? What sets them apart from you? What will the crew do with this information?		
3	A group of cultists is making sacrifices to unseen gods. Who are they? <b>Call a Conference</b> to discuss what to do about them, in addition to normal actions.	-or-	Ancient welding somewhere in the ship fails. What is the result? Can your crew fix it?
4	An old piece of technology is discovered, broken but possibly usable after a repair. What is it and what is it used for?	-or-	An old piece of technology is discovered, cursed and dangerous. How does the crew destroy it?
5	The youngest among you has died. The grieving parent has lost their mind. Stop them before they do something drastic, like <b>causing a Plan to fail</b> .	-or-	A group of space pirates attacks the ship. Fend them off or solve the problem another way.
6	Distinct political groups form in the lifeboat. Which ones are the crew a part of?	-or-	A large body of water appears on the diagram. Is it inside or outside of the lifeboat? Is it an immediate hazard? What does the crew do with it?
7	Flying through a nebula results in space storms. What happens and how does the crew deal with it?	-or-	An indecipherable signal is picked up by the lifeboat. Find its origin or ignore it.
8	Giant space insects assault a remote section of the ship.	-or-	An azure space dragon lands on the bridge and holds it hostage. What demand does it make and do the crew comply?
9	A critical lifeboat component malfunctions. Find out what caused it.	-or-	An alien is discovered aboard the ship. What is it? Is it hostile? The crew needs to deal with it.
10	The elders demand that children have purpose, such as jobs. How does the crew handle the situation?	-or-	A mysterious artifact appears on the ship. What is it? Only one person can have it, so who gets it?
Jack	A critical system needs to be fixed. Choose one: <ol style="list-style-type: none"> <li>Your crew has the tools needed to fix it, but expend them in the process. <b>Add a Lacking resource</b>.</li> <li>Your crew doesn't have the proper tools or training. They repair the system, but a child dies during the interim.</li> </ol>		
Queen	A boy wanders off and pries up old panels, discovering something unexpected. What does he find? What does the crew do with it?	-or-	Something that should have been left behind on Earth is onboard. What is it, and how is it dangerous?
King	An extraterrestrial refugee arrives, seeking asylum. They have some much-needed resources with them in the form of advanced technology. The crew chooses one of the following: <ol style="list-style-type: none"> <li>Welcome the extraterrestrial to the community. <b>Add a Plentiful resource</b>, but the alien's government puts pressure on the collective to give up the refugee.</li> <li>Bar the alien from entry. You don't know the politics of undiscovered civilizations. What could the alien have helped with? Does the crew regret the Captain's decision?</li> </ol>		

# Credits

Designer/Creator: Ellie Logie

## Play Testers

Xander Nolan

Andrew Chapin

Thor Nordenhaug

Tyler Staggs

Josh Bloom

Jeff Brown