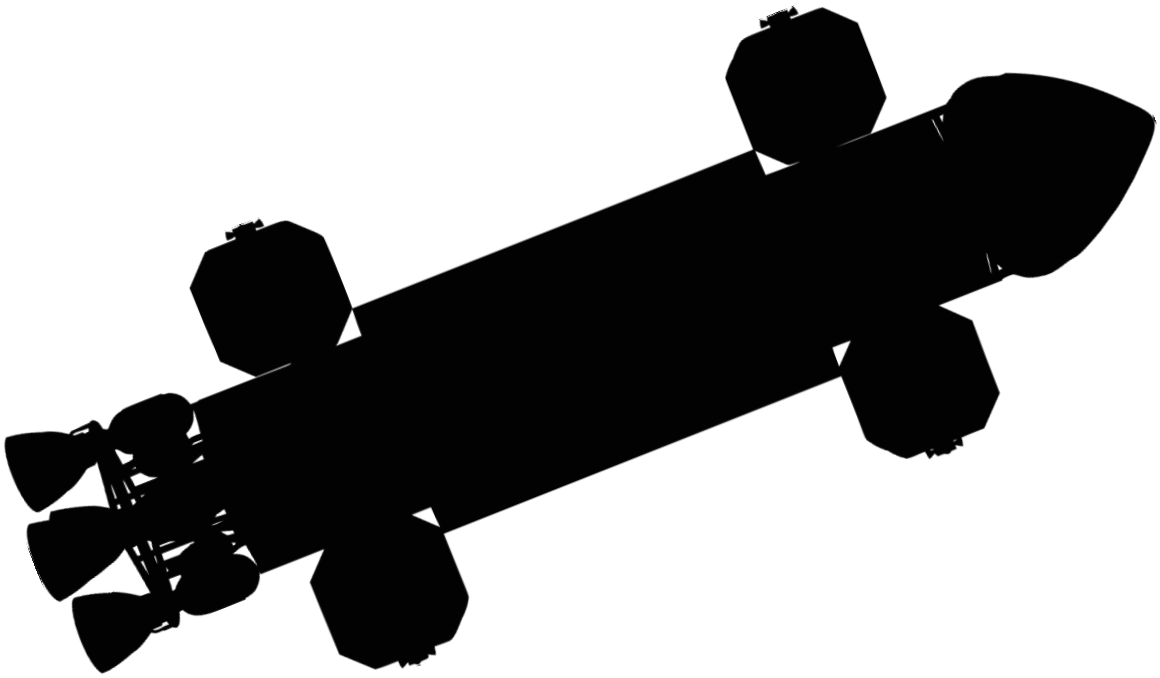
Everything goes wrong in Space

Also known as: The Instruction Manual for when Space eventually tells you stuff is not right.



A Cooperative Game for 2-8 Players

Warning: Do not try to imitate the actions taken by the contained crew within your own home. It takes many years of training to adjust to zero gravity, yet alone make it to space. Do not stuff your younger siblings into small cupboards also, they are not confinement zone no matter how much you try to think of them as such..

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Introduction

Space, the Final Frontier. A vast, empty yet populated land full of interesting and diverse species. Over time, many of them grew into civilisations, growing politically and socially into great powers throughout the galaxy.

At points throughout the exploration era, where races found one another within the confines of space ship projectors, many races created treaties. The oldest, The Sol Vadi Act, created the basis of expedition-based voyages and allowed for coalitions spanning the galaxy.

You are one of those coalition-based voyages, aboard the HMS Concordia which has been renowned for navigating many galaxies without a single issue. With a reliable crew, known throughout the various flight academies and bars in the various nations. Many of them were raised from humble beginnings, starting as mere soldiers in wars no-one can even remember to become the best crew.

But… as with everything in Space… everything is bound to go wrong…

Objective

During the next hour or so, you will become a member of the crew aboard the Concordia. You are each integral to the ships running, a part of a complete unit. The goal of the game is simple: Survival.

Space is a strange place after all. Where there is life there is also death, for each spaceship is a similar ship drifting in the emptiness of space while lacking any sign of repair. Where there are honest men, there are Space bandits. Where there is trade… there can also be despair.

The Concordia has been through hardship, without any doubt. Its crew is made up of those who have been neglected or hurt in the past, with human minds who while educated lack a certain level of finesse. They are by no means the best crew in the galaxy but rather they are good enough to see it through to the end.

This game represents their adventures. The stories of a crew that have been through so much that even the worse accidents in the world cannot keep them down…

… or can they?

Each game will represent a new retelling of a near-disaster the crew has experienced. Your job is to survive, completing the relevant objectives that will correct the ship (contained within this manual) and live for another day.

From this point on, expect **EVERYTHING TO GO WRONG IN SPACE!**

Characters

But before you go saving yourselves from potential solar storms, you might want to get used to the crew. Each of them has been brought onto the team for various reasons, some via training, some via self-motivation… others got stolen. They're a strange one.

Captain Lance "Legday" Steel - Captain Lance has served numerous organizations both as a Captain and as a Motivational Speaker. Steel has been on the front of many adventures, though despite the numerous adventures it's fair to say that Steel can be a bit of an idiot. If he coulon't talk his way out of it, many of the crew members would be surprised (even if many of them dismiss his charisma).

Engineer Wrench - Wrench is an unusual character, born on a world heavily influenced by technology. Despite his home world's inclination to enhance themselves with cybernetics, Wrench declined the practice and worked on machines instead. He's just glad not to be home.

Dakota Nova, Medic- Nova's employment was born out of necessity, being the only member of the Recruitment Bureau trained in any level of First Aid and Accident Response. Nova is a self-taught surgeon which while dubious at the best of times, has never been questioned by anybody. Whatever works.

Payton Royce, Pilot - Royce never got to know their family. At one point, he was raised by an elderly man who owned a humble farm though those days are behind them. It's unknown how he became a Pilot, but regardless, he is.

Finley Michaels, Former Convict - Finley Michaels was wanted, but that was a while ago for sure. Not many people know why the authorities wanted the person in question, nor do they want to know honestly. Short Answer: Finley Michaels is not a nice person (but even that doesn't give enough credit).

Ellis Sage, Private Gunner for Hire - When you pilot a large vessel, you tend to need an extra hand to fire the weaponry. Ellis, being Royce's long-time friend, got the call (and a nice salary) for joining the team. He's not okay with convicts on the ship, often arguing with Finley Michaels over the littlest thing.

Spencer Morgan, Field Researcher - Morgan was a last minute addition to the crew, joining on a previous mission to analysis a new strain of a virus found deep within Earth's core. Many of the crew find Morgan clumsy, as Morgan has single-handed nearly caused around 19 infection epidemics.

Cyborg T8-72 aka.Bucket - Bucket was salvaged from a planet filled from scrap by Lance a long time ago. Reprogrammed due to a joint effort by Wrench and Nova, T8-72-Bucket has served the Concordia to do tasks that the human members of the crew simply cannot do without the risk of death.

Sparkster, the Friendly Cat - On the planet of Kuboro, Cat's were worshipped in a similar way to the Ancient Egyptians. Sparkster was a god in some people's eyes, formerly named Tsukatophe. It never appreciated Lance 'kidnapping' it, but it does seem to be calm around unpleasant characters.

Starting the game

Each game of **Everything Goes Wrong In Space** is determined via the mission deck of cards. Every player in the game will start in the game within the Conference Room on the Top Floor of the ship (including the Fugitive, who will be let out of his cell to help out with the issue). To determine a mission, you can choose one from this book or you may shuffle them all together and then use the top card of the Mission deck.

Each Mission card represents an expedition the crew aboard the HMS Concordia must resolve before the allotted time. Failing to do so will see the crew succumb to one of the ways in which **Everything Goes Wrong in Space**.

Players must work together to resolve the problem before the time, exploring the Concordia to locate the problem and fix it by successfully achieving the relevant criteria. Some of it may involve locating certain items, be a toolbox or a vaccine, others will require a skill check to fix machinery around the ship. Either way, achieving the mission should be your top priority.

At the beginning of the game, note your starting health as 10. This may go down during gameplay. If you go to 0, your character is considered to have been killed.

Mission Objectives

Each the missions in the Mission deck have their own way of resolving the problem. Each of the missions plays in a different way, and all the rules regarding these missions can be found here.

The Morias Brain Parasite Infection

Field Researcher Log #0189

I'm afraid that in the time between voyages, sample [redacted] has seemingly vanished from the store-room. I could have sworn it had been placed near the Biological Viruses a while ago, perhaps while we were trying to teach those savages to read.

In any regard, I fear that the Virus might be onboard. The only way to check is sadly… letting it infect the crew.

I am sorry whoever is the first to be infected, just know that I dion't have any other options.

Set-Up Instructions:

- All cards in are in play.

Objective: Cure the Brain Virus once and for all.

Rules:

- Any player who draws the virus keeps the card face-down with their other items, their job is the exterminate any players who do not carry the virus. They may do this however they wish, though they must remain hidden.
- The virus can be cured via a Vaccine only after being discovered, you cannot cure and discover the virus on the same turn. Unless you are the Medic.
- When the virus is revealed, the player with the virus gains the following effect: Once during your turn, you can re-roll any check you wish. If you do, you must take the higher result.
- Shooting the virus carrier will result not in the players death, but rather the infection rapidly accelerating. The infected player has their unarmed strikes increased to 2 damage and are immune to unarmed strikes.

The Sarneagas Invasion

Many races of Aliens Have developed a hostile attitude to many ships. The idea of travelling around the galaxy and taking resources owned by hostile alien's is something not a lot of species are open too. Enter the Sarneagas. Raised on a planet that primarily mimics a swamp in terms of environment, they are known to lay spores that allow for humans to become infected by a forced evolutionary process that turns them too into Sarneagas.

Upon one of the expeditions on the Concordia, a small selection of Sarneagas Grunts hid onboard the bottom deck of the ship. They're not friendly, and you don't want them onboard.

Set-up Rules:

- All cards are in play, aside from the Alien Brain Virus Item Cards.

Objective: Eliminate the X+1 (X being the number of players in the game) Sarneagas's onboard the Concordia before they infect the crew.

Alien's Rules:

- After each player has made their move for the turn, each player must roll a dice. If any player rolls a 1, the Aliens will move through the vents to another location.
- To Find a Sarneagas, after a player enters a room on the bottom deck of the ship they must roll a dice. On a 5-6 roll, the players find an alien and may expend one weapon item card to kill the alien. If you roll 1,2 or 3, an alien will ambush you and deal 1 damage to your character. It will then automatically locate, your turn ends.
- If a player relocates, players entering the vents on the next turn must roll a dice, if they roll 1-3, the spores infect the player. Movement is halved while infected, and you take 1 damage at the end of your turns.
- If a player is infected by the spores, they may cure themselves with the vaccine if they are in a safe area. Doing so will take up an entire turn. Failing to cure the player within three turns will result in that player dying and a new alien being added to the game.

Temporal Anomaly

You ever get that feeling of déjà vu? That sense that for some reason, and you can never know why, there is that sense you did something before? That you ended up in the wrong place despite being originally in one place? You were in the conference room, right? You remember everyone being there right? Now you're not…

You ever get that feeling of Déjà vu?

Set-Up Rules:

- Unlike other missions, Temporal Anomaly throws players in random locations to start with. When the game starts, each character must roll a dice and spawn in the room containing the corresponding Vent exit and roll again to determine the

Objective: Survive 10 turns.

Rules:

- Players cannot interact within the game with each other, due to the nature of the temporal anomaly.
- In addition, you cannot save each other. If a player would be killed, they die automatically.
- After a character dies, draw an extra disaster on the next turn.

Actions

During each player turn, the player can do multiple actions. These actions utilise a resource called Energy, which every character possesses. Each action takes up one energy from your characters total. Once you have depleted your energy, or you have done all the moves you wish to do, your turn ends.

Movement: Players can use one energy to move around the ship, counting each square on the grid to calculate how much energy they spend moving.

Scavenge: Players can also scavenge for materials in rooms on the Middle or bottom floor. Doing so in any area requires a dice roll. If the player succeeds with a 4,5,6 (unless item cards or events say otherwise), you successfully found an item card.

Note: If the player is in a room sharing their characters name, once per game, they may scavenge an item card for free without rolling for it.

Attacking: In some scenarios, the players will be tasked to attack aliens or other members of the Concordia crew. In these occasions, you can attack unarmed or with a weapon item if you find them. Attacking unarmed does not require a dice roll and will always deal 1 damage (unless an item or event says otherwise). If using a weapon, a player must roll a 5 or 6 and if they do they deal damage equal to the item's damage indicator.

Note: Successfully damaging a non-player character will result in their death.

Maintenance: If a character is inclined to fix up mechanical or electronic equipment, they can spend an action to attempt it. Rolling a 5 or 6 will successfully fix the piece of equipment and allow for to continue your turn. A roll of 1 - 4 will prevent them from fixing the item for the rest of the turn.

Running: If you are determined to get to any are quickly, a simple solution is to run, expending all your energy, you can run twice are much as you could normally move. Note you cannot do anything after this, so use it only in extreme situations or in the situations where you want to move quickly.

The Lift: The Lift is a central part of the ship that, when working, allows players to go down and up to any floor they would wish to go to. If they choose to do so, going to another floor with take up only one action. If it is broken however, they will have to repair it.

If the lift is not on your floor, you may call it to your floor, but at the cost of two actions.

Vents: Scattered around the maps are green marks to denote vent entries and exits. Vents represent an alternative way to get around the ship. When entering a vent, you are not allowed to choose the vent you exit from. Instead, roll the dice twice. The first will determine the floor you exit to (1-2 for Top., 3-4 for Middle and 5-6 for Bottom) and the second determines the exact vent you exit out of.

Recharge: This action is exclusive to the Cyborg; other characters do not have the tech implants to utilise the software. Around the Map are

Charging Stations (The I.C.T) which are used to charge the Cyborg. If the cyborg is damaged, they are put into retreat mode and cannot perform actions other than move unless they spend a turn in the I.C.Ts. There is one on each floor, denoted by a lightning bolt.

The Decks

Journeying through the game, players will have numerous opportunities to uncover cards from the multiple decks. These decks are wildcards in your adventure, often forcing you to deal with many of the issues that arise during the daily life of a space-traveller while others are helpful benefits or items you can use to resolve issues.

Items - Item Cards are cards that can be used and utilised in order to help fix issues around the ship. Some of them are mundane items such as a toolkit or vaccine, while others depending on the scenario you are playing will be negative items equivalent to curses. Some games, you may even find a Mind-Controlling Virus and in others that item might just be an Experimental Weapon. Whatever it is however, it should come to help you on your journey.

When an item is drawn, your character keeps it face-down next to them until they use it. When used, reveal the item card and unless the card states otherwise, shuffle it back into the Item deck.

Events - Event cards represent small little things that happen aboard the Concordia, which are usually mundane events that would typically occur regularly. Unlike Disasters (Covered later this page), Events can have positive effects on players. Some will allow for the player drawing them to find a random item while others will result in you losing one. We'll keep the rest of them a secret for now. If you walk through an event square, even if you do not finish your turn on it, draw an event card.

When an event is drawn, unless the card states otherwise, shuffle it back into the event deck.

Disasters - Disasters are major events that hinder the Concordia's crew, often having a major impact on the game. While these are active, players can try to resolve them or risk their penalty. Sometimes, Disasters will cause effects that hinder you so much you will have to resolve them. Either way, you do not want to draw too many disasters and leave them lingering too long. Each turn will cause a new disaster, so be prepared.

Disasters stay in place until resolved, do not shuffle them into the disaster deck after resolving them.

Event Card Effects

Item Found! - While wandering around the ship, you stumble upon a loose item. How it got here you will never know but now it's yours. Take one card from the item deck.

Room Maintenance Online! - You hear the systematic fix-a-tron go online in one of the rooms, fixing up the entire place. Looks snazzy now.

Extinction! - The ship may be falling apart but that isn't all bad. Steel beams seems to fall onto aliens quite well. Either way, eliminate one alien from your counter or a Space Pirate if applicable.

Nanobot Boost! - Looks like your nanobots are kicking in, your body feels stronger than before and full of energy. Until the end of the next turn, you take no damage from aliens, events or Disasters.

Vent Memorisation! - You remember just enough about the vents to get to where you need to go. Keep this card in the middle of the table until you next use a Vent entrance, instead of randomly being sent to a vent exit. You get to choose your vent exit, after this card is used, shuffle it into the event deck. Any player may use this card as you allow it.

A Small Pocket of Time! - you have discovered a small-time anomaly hidden within a small trinket. While it is not powerful by any means in relativity to a dark hole, it at least does something. Gain an extra turn (this turn does not count towards the turn limit).

Misplaced item! - You could have sworn you had it only a minute ago, Discard of an item card by shuffling it into the item deck.

Vent Lock-Up! - You get the feeling the vents don't like you, either that or they shrunk really quick. Until the end of the next turn, you cannot enter vents.

Room Mix-Up? - Funny, you don't remember the Cargo Bay being this far from the lift. The next room you enter is changed to be another room, typically the one with the least amount of grid spaces from it.

Abrupt Spike! - Is your body meant to pretend there's a knife in your eye? Either way, take one damage from a weird spike in pain.

Time Flies By! - Seems like Sparkster is still not a fan of you, you found one of his relics. This relic seems to accelerate the problems quickly. Add a turn to the Turn Counter.

Security Glitch! - Not even Security is giving you a break! Space is hard man! Next time you roll a dice in regard to anything involving electronics or machines, roll twice and take the lower number.

Disaster Card Effects

Asteroid Field Ahead! - Asteroids are many things, most of all deadly. If the pilot is in play, they must run to the Cockpit to try and prevent a collision with the field. If they fail to do so, the ship will be hit by an asteroid out of projection and spin the ship out of control. Players in rooms will be thrown out of the rooms and dealt 1 damage. If the closest exit to their current room is another room, they are thrown there and take an extra damage.

Broken Equipment! - Who made this ship? Either way, they dion't do a good job. When this disaster is drawn, the lift is automatically broken. In addition, you cannot salvage in any room unless you fix it.

Biological Disaster - It appears as though the experiments on that Illix Bacterial Plant did not pay off. The rooms associated with the Field Researcher are off limits, unless you take damage for each room you enter (starting at 1 damage, and increasing by one for each new room you enter).

Solar Storm Radiation -So the power's out, the vents are hot, and you have no lift. Good times. Until the Power is switched back on, the Lift will be down due to Solar Rays. In addition, the vents will deal 1 damage to you when you go through them with an additional damage for each floor you go through (ie. If you go from Top Floor to Bottom Floor, you will take 3 damage). This effect goes away after 1 turn.

Rogue AI! - You're pretty sure now that Wrench is either bad at their job, or that they shoulon't have job. The player whose turn it was before drawing this disaster must roll a dice. On a 6, nothing happens. Failing to do so will result in your character being knocked out and put your character into the Fugitive Cell until you are freed. You cannot go through the vent in the Fugitive Cell. Freeing this place takes up one action.

Airlock Malfunction! - Dion't stay locked for long. Anything in the air lock must be removed from the game. Any player in the air lock, aside from the cyborg, may roll and if they get a 5-6 will have one turn in which to escape the air lock by any means possible. Failing this, the character will die.

Disease Infection - Infection 408 is not a fun one, The infection is known to be contagious. The player whose turn it was before this card is revealed is infected. Only the doctor can cure you, an action that takes up the entire turn. If you use a vaccine however, you or anyone else with it may heal you at the cost of a turn on a successful roll. While infected, you move only 2 tiles a turn and cannot run. If a player passes you and does not cure you, they become infected and you are free of the infection.

Hull Breach! - Pretty sure the hull shoulon't have a hole in it. Unless it is fixed within the turn, the top floor will be uninhabitable and players in the top floor are killed if they fail to escape during their next turn. The only way to fix it after that is if the Cyborg goes to repair it.

Space Bandits! - The G.B.L. (Galactic Bandit league) have come to attack you, they don't take prisoners these days it seems. Spawn two Bandits on the bottom floor (follow the guide from Alien Invasion Mission, ignoring the rulings effecting spores). The captain may try to use diplomacy (at the cost of an action and dice roll) to talk them down. Succeeding results in 2 item cards. If one of them would damage you, lose an item at random because they ain't picky.

The Forced Evolution! - Aliens are many things… annoying, fun to splat at times and often changing. If Aliens are in your mission, they deal double damage when ambushing the player and the roll needed for them to ambush the player increases by 2 (ie. 1-4 becomes 1-6 etc.). If an Alien is not in your current mission, spawn one in the top (1-2), middle (3-4) or bottom (5-6) deck depending on your roll.

Cursed Relic Lost! - Sparkster, despite being a cat, is also a pain in the ass. One of his relics has escaped containment. Each player rolls the dice (re-rolling if multiple player tie) for the lowest number. The player with the lowest number is considered 'cursed'. That player must roll twice whenever they roll the dice and take the lower result. If they pass

another player, the curse is passed onto that player. After that, it cannot be passed back immediately.

Sparkster, the Cat! - Sparkster has gone loose. Roll the dice and select player's rooms equal to the dice roll based on which characters are being played. Until the end of the turn, these rooms have no items to scavenge, if a player is in their room when this is rolled, deal 1 damage to them in addition.

Whiplash! - When the ship steers too far to the right, it's only natural that you will going flying. When this Disaster happens, all players are forced into a closest Adjacent room and take 1 damage.