

The Crash

Ages 8 to Adult / Best with 4-6 players

NARRATIVE

Startled awake, the pilot grunted in pain. A strong arm hung limp. The shoulder was probably dislocated, but years of intensive training took precedence. The pilot struggled to a defensible position, kneeling near a large boulder to take stock of the surroundings. Unknown chirping and growls came from the wilderness. A nearby bush was covered with few strange fruits and many vicious thorns. The only familiar sensation was the sharp smell of smoke was in the air. Feeling a tickle, the pilot glided the back of a hand over wet lips. A red smear was on the back of her hand. *Is that my blood or my lipstick?*

The pilot noticed movement on a hill across from the stream. Her co-pilot sprung from heavy brush with laser rifle unholstered. The co-pilot fired two beams into the forest before the gun lost charge. Her co-pilot threw down the gun in frustration. The pilot noticed that her co-pilot had only used one hand to fire - the other arm was in a makeshift sling.

More bushes were growing down by the stream, where the researcher was picking fruit while the thorns were pricking her. The researcher lifted the fruit to her face. She smelled the food but didn't taste it. She walked with a limp through the stream, picking the bushes clean.

Noticing the smoke in the sky, the pilot walked around the boulder to get a better view. Her heart dropped at the sight of the wreckage. Her ship *Scout* was in ruin. Pieces of the helm were littered around the crash site. There was a small hope. The engineer was tinkering with the escape pod, which looked salvageable. But the escape pod could only hold one person.

Two suns were settling over the horizon when the researcher struggled towards her from the nearby stream. The researcher had a gash across her face.

She asked her Mission Leader, "What do we do now?"

COMPONENTS

- 128 Cards
 - 72 Mission/Keep Effect Cards
 - 24 Hunting Missions
 - 24 Gathering Missions
 - 24 Repair Missions
 - 28 Technology Cards
 - 28 Supply Cards
- 6 Player Scorecards
 - 54 counters, 9 for each Scorecard
- 2 Six-sided Dice
- Mission Leader Token

GAME OBJECTIVE

There are 3 major victory conditions:

- Conquer your surroundings by obtaining an individual Hunting Skill of 10.
- Coexist with your surroundings by obtaining an individual Gathering Skill of 10.
- Construct an escape pod with a strength of level 10. The sum of all the players' Repair Skill is the strength, but the player who contributed the most repair work is the only one that will escape the planet.

There is 1 minor victory condition:

- Last Player Standing

SETUP

- **Prepare Decks:** Separate cards into their respective decks (Missions, Supplies, and Technologies) and shuffle them.
- **Starting Statistics:** Each player receives a Player Scorecard and 9 counters. All players start at 5 Health, 5 Food, 0 Hunting Skill, 0 Gathering Skill, and 0 Repair Skill.
- **Starting Hands:** Deal each player 2 Supply Cards and 1 Technology Card.
- **Determine Starting Mission Leader:** Players roll 2 dice to determine who goes first; highest roll determines the Mission Leader and play follows clockwise.

PLAYER SCORECARD OVERVIEW

Health

- The maximum amount of Health a player can have is 10.
- If a player has 0 Health, the player is dead and out of the game, but his Repair Skill still apply to the escape pod.

Food

- The maximum amount of Food a player can have is 10.
- At the end of every round, each player loses 1 Food.
- If a player has 0 Food at the end of a round, a player loses 1 Health instead.

Hunting Skill

- The main way to gain Hunting Skill is by successfully completing Hunting Missions.
- Once gained, you cannot lose Hunting Skill.
- Players gain a permanent +1 at level 3, an additional permanent +1 at level 6, and an additional permanent +1 to all your Hunting Mission rolls.
- At the end of the round, any player who has 10 or more Hunting Skill wins.

Gathering Skill

- The main way to gain Gathering Skill is by successfully completing Gathering Missions.
- Once gained, you cannot lose Gathering Skill.
- Players gain a permanent +1 at level 3, an additional permanent +1 at level 6, and an additional permanent +1 to all your Gathering Mission rolls.
- At the end of the round, any player who has 10 or more Gathering Skill points wins.

Repair Skill

Repair Skill is the only statistic that can go into the negatives. The sum of all players' Repair Skill is the current strength of the escape pod. At the end of the round, if the escape pod combined strength is 10 or greater, the player with the highest contribution wins.

STATUS EFFECTS

All of the following status effects come from failing a mission and are applied during the next round.

Poisoned - Lose 1 health per poison value at the end (in Phase 4) of the next round.

Sickened - Lose 1 food per sickened value at the end (in Phase 4) of the next round. If you have no food to lose, you lose 1 health per sickened value instead.

Exhaustion - Subtract 1 from the dice roll per Exhaustion value on your next turn.

Paralyzed - You do nothing next turn. You cannot draw Mission Cards or play cards. You may trade cards. Any poison or sickened values still take effect. You still have to spend the 1 required food at the end of the round.

ORDER OF PLAY

Each Round consists of 4 Phases.

Mission Election Phase

- A set of mission cards are drawn from the mission deck and laid face up before all players. Reveal one for each player plus one.
 - Once 3 or fewer players are left, reveal only one card for each player during this phase.
- Starting with the Mission Leader and continuing clockwise, each player chooses and takes one mission from the available face-up missions.

- The leftover missions are discarded.

Trading Phase

- After missions are chosen, players are allowed to trade equipment, technology supplies, food, or any combination of these items amongst each other in whatever quantities they deem acceptable.
- Players may not trade Health, Mission Cards (Normal or Keep Effects), or Skills.

Mission Completion Phase

- Players take turns completing their missions, starting with the Mission Leader.
- The player may play any applicable supply or technology cards to aid in completing the mission.
- The player then rolls 2 dice to embark upon the mission.
- $2 \text{ Dice} + \text{Supply/Technology Modifiers} + \text{Equipment Bonuses} - \text{Exhaustion Value} = \text{Roll}$.
 - If Roll is greater than or equal to the Mission Level, the Mission is a success and the player earns the reward.
 - If the Roll is 3 or more higher than the Mission Level, in addition to the reward, the player keeps the Mission Card and may use its Keep Effect at a later time.
 - If Roll is less than the Mission Level, the Mission is a failure and the player must pay the cost.

Round End Phase

- Each player must spend one food if able.
- If a player has no food, subtract one health instead.
- Resolve Status Effects
 - Apply any poison or sickened Status Effects from last round.
- If a player's health reaches zero, they are dead.
- Mission Leader token rotates clockwise and a new round begins.

PLAYING AND EQUIPPING CARDS

- Unless specified on the card, a player may use Supply/Technology cards and Keep Effect cards at any time.
- Each player may equip no more than one equipment card and one vaccine card.
- If a player plays a new equipment card or a new vaccine card, the previous one is discarded.

Miscellaneous but Important Rules

- Vaccines cannot cure you of something you are already afflicted with.
- Vaccines protect against Keep Effects.
- The shield doesn't protect from poison or starvation.
- Include dead players repair stat in the escape pod strength.
- No maximum caps on Status Effects.

- Any Gathering Mission Keep Effects used as attacks apply to the end of the next round.