SPACESHIP UNITY

A TV Series captured in a Game

by Ulrich Blum & Jens Merkl

"Join the Interplanetary Alliance," they said. "Do something worthwhile and support the IPA in keeping the galactic peace," they said. "Grand adventures await!" they said...

Instead, here we sit on the decrepit "spaceship" Unity, on a boring observation mission at the edge of the galaxy. What could possibly go wrong?

Idea of the Game

Spaceship Unity is a cooperative game with a storyline that unfolds over multiple episodes. You all play as a team and try to do the best you can. The story that unfolds is paramount and there is no clear definition for winning or losing. The story will proceed no matter how well you perform. However, your performance will have consequences in how the story unfolds, so make your best effort!

Spaceship Unity uses your own living space as the playing field. Normal everyday objects are transformed into your spaceship's systems and you are the crew members responsible for operating them. You will need to successfully perform tasks both alone and as a group. These tasks might occur in real time as allowed by a sand timer or you might only have a certain number of attempts to complete them.

Credits

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Overview and Format of the Game

Spaceship Unity consists of several episodes that tell a continuous story. Although we recommend playing the entire story with the same players, it's ok if someone misses an episode or wants to join in later. In these cases, simply bring those players up to date on what happened during the missed episodes of the story.

The episodes must be played in order beginning with Episode 1, then Episode 2, and so on. Each episode consists of several chapters that will focus on either actions or challenges. The frenzied Action Chapters are played in real time with a sand timer. In contrast, you have all the time in the world for the Challenge Chapters, which you may find more difficult than the Action Chapters. You can find an estimate of the playing time for each episode on the cover for the corresponding Story book.

There will be chapters in most episodes that you won't play at all. Which chapters you play and which ones you skip depends on your performance and your decisions. To monitor your progress, you will make entries in the Logbook to record your results.

You should certainly try to finish an episode during each game session, as the individual chapters are directly related.

But there's nothing wrong with taking a short break for lunch or something similar between two chapters.

Always keep the Important Tips on page 17 in mind. In this game, keep your focus on having a good time. Don't allow unfortunate circumstances or strict interpretations of the rules interfere with the experience and your fun. When in doubt, **do what allows you all to have the most fun!**

Using the Rulebook

Spaceship Unity is basically a simple game. However, like any good story, many unforeseen things will happen. In these rules, you will find explanations for various special situations. The other game materials will also help you understand these situations by explaining them when necessary.

It is important for you to read all the rules before playing. When you explain the game, you can omit rules for any special cases for the time being. Once you've read the rules for special cases, you'll remember them when they appear, or at least know where to find the rules for them.

On pages 18-19 of these rules, you will find a summary of all the icons and keywords used in the game.

On the back of the rules, you'll also find several **checklists** that will help you remember the game's sequence of play.
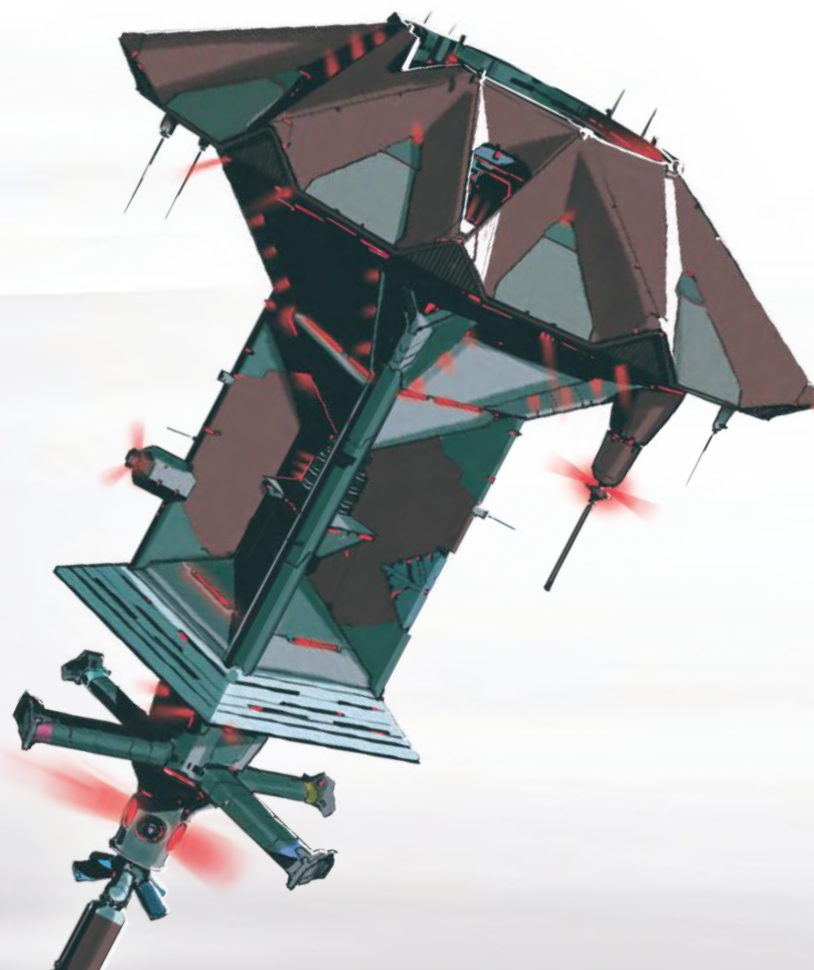
COMPONENTS

5 STORY BOOKS

There is a separate Story book for each of the 5 episodes, each of which consists of several chapters. Each chapter is displayed as a double-page spread in the Story book.

There you will find:

1 The chapter title and icon.

2 Indication of whether it is an **Action** or a **Challenge Chapter**.

3 The story text, setup, and any special rules for this chapter.

4 The **Life Support Track** consists of a Start space and several additional spaces. At the end of the track is the Chapter Failure icon. The Life Support Track shows how much time you have available for this chapter.

5 An illustration of the story's location as well as any spaceships and/or space stations in the chapter.

Ships and stations will have **Systems**, which are presented in the Story book with the following information:

6 The name of the System

7 Possibly a letter that you will use later to distribute any Malfunction cards ⚠

8 Possibly a black or white Plus Icon that will be used for setup

The table where you place the Story book represents the bridge of your spaceship during the game. You will find any necessary information regarding the status of the ship and the progress of the story displayed here, as well as the placement of various game materials.

1

DISTRESS CALL

2

ACTION CHAPTER

"Join the Interplanetary Alliance," they said. "Do something worthwhile and support the IPA in keeping the galactic peace," they said. "Grand adventures await!" they said...

Until a few years ago, there was truth in these slogans. People were proud that the IPA Headquarters were located on Earth. But those days are gone and the opportunities to gain fame and respect across the galaxy as a member of the IPA have dwindled. As a result, the IPA has found it difficult to find new recruits and apparently they'll take anyone. Even a bunch of ill-educated misfits like us.

Of course, new recruits are never given a top-notch spaceship like the *IPA Prime*—a spaceship so successful that everyone serving on it has gotten a bit full of themselves over time. And we shouldn't expect the most exciting missions either, that's for sure. But the IPA recruiting ads made everything look quite different: extraordinarily good-looking and capable crew members (probably all from the *Prime*) gazing into space with solemn determination, and probably engaging in wild adventures with exotic life forms and bizarre anomalies in the space-time-continuum... So why shouldn't we be excited to limp along to the armpit of the galaxy to conduct a boring technical surveillance mission in a third-rate asteroid field?

And here we sit on the alleged *IPA "Spaceship" Unity*, an old junk bucket held together more by force of will than by rivets. Instead of rocketing our way to our mission, we're already drifting aimlessly in space for the third time. With so many malfunctioning systems, we have to take time to repair them before we can continue our journey. Even the stupid coffee machine refuses to do its job, so morale has noticably suffered.

At least the system help menus are still working and we have the copious training manual that was thrust into our hands just before take-off. Otherwise, we wouldn't have a clue as to what to do. By any measure, our three days in a rickety flight simulator were less than sufficient to adequately operate a spaceship.

INCOMING TRANSMISSION: "IPA Spaceship Unity!... IPA Spaceship Unity, do you copy?"

After pressing at least five of the wrong buttons, we finally manage to answer the call from IPA Fleet Command.

"Unity, the Tasmarag freighter Tashaj is requesting assistance from the IPA. An Akethari cruiser has waylaid them and threatens to board or even fire on the Tashaj. You are our closest spaceship. You must make way to their location immediately! IPA Spaceship Prime is also on its way there, but it will be some time before they arrive. Ideally, you can manage this on your own. Get a move on! If the Akethari and Tasmarag start firing at one another, we can kiss the galactic peace good-bye!"

The *Prime* is on its way? Well, in that case, let's show them they're not the only ones that can solve a dicey situation.

3

SETUP

Perform the normal setup (rule book p.9).

Then perform the special setup for this chapter:
In this chapter each System begins with 1 Malfunction! You must place these before you start the chapter. They are in addition to the normal Malfunctions that will be added via the Life Support Track during play. In the stack of Malfunction cards ⚠, find one card each with the letters A, B, and C. Place these next to the respective Systems in the story book. Then, shuffle the deck of Malfunction cards.

Further Malfunctions will come into play normally as described in the rule book, whenever you move the timer onto a space with a Malfunction symbol ⚠.

RULES

Play according to the normal rules for Action chapters (rulebook p.10). There are no additional special rules in this chapter.

Remember, you can't use any System that currently has a Malfunction card for anything other than ELIMINATE MALFUNCTION. Whenever you are asked to use a System with a Malfunction, you must first complete the action ELIMINATE MALFUNCTION, and only then are you allowed to perform that Systems other actions.

But you may eliminate Malfunctions at any time! You don't need an assignment from a story card to do so!

If you have any further questions, refer to the Malfuntions section on *page 12* in the rule book.

4

LIFE SUPPORT

START → 01 → 02 → 03 → 04 → 05 → 06

5

7

6
Jump Drive

A

8

B
Navigation

C
Power Supply

299 STORY CARDS

On the back of each Story card you will find:

The **Chapter Icon** for the card

The **card's number**: This refers to the order of the cards within a chapter. The color of the card also shows whether it is an Action (, turquoise) or a Challenge (, blue) Chapter.

The **episode number** for the card

The **sequence number** for the card: After playing, you can use this to restore the order of the cards for the entire episode.

The most common elements found on the front of a Story card are:

The **card number** (same as the back)

Text that continues the story

Actions: These tell you what you must do.

Failure Notice: This directs you to the card you must read if you fail the chapter.

There are many other elements that can appear on the Story cards. You can find an overview in the Appendix on pages 18-19.

The Story cards are the engine for the game. They drive the story and indicate the actions you must take to continue.

39 SYSTEM CARDS

On the back of each System card, you will find:

The **System's name**

The **location or item** in your home to use for this System
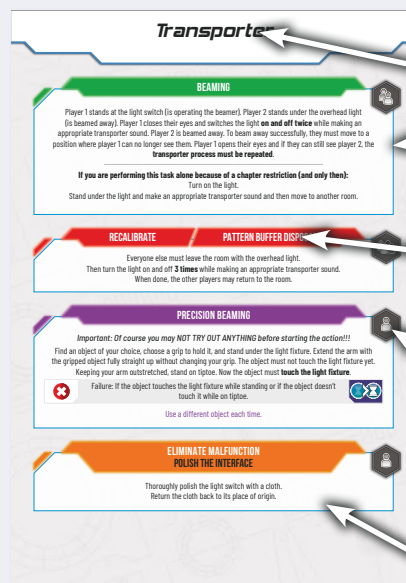
On the front you will find:

The **System's name**

Up to 4 **actions** that can be executed with this System in the colors **green**, **red**, **purple**, and **orange**

Action titles (sometimes a color may have more than one title, which is shown with separate tabs)

Icons that indicate how many players are needed to complete the action: The icons are for: 1 player alone , 2 players , and all players .

Precise **instructions** on how to complete the actions

The System cards are basically your "help menus" that explain how to operate the respective system to inexperienced astronauts like yourselves.

1 LOGBOOK PAD

You will only need 1 Logbook sheet from the pad to play the entire story. You will use this same Logbook for all the episodes that you play with the same group.

The Logbook is used to record information that will have an impact beyond the current chapter or episode. If the game instructs you to mark something in the Logbook, check off the matching box on the Logbook sheet. This information will be called for at a later point in time, when you will simply need to check whether the appropriate boxes are checked off.

Keep your Logbook even after you've completed all 5 episodes as you'll need it again if you want to experience new adventures with *Spaceship Unity* in future episodes.
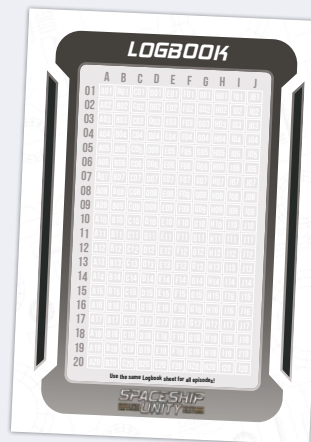
2 SAND TIMERS

Use the **yellow** timer (120 seconds) in a **2-player** game and the **red** timer (90 seconds) in a **3- or 4-player** game. Return the timer you aren't using to the box as you won't need it.

MARKERS

6 Time markers

1 Failure marker

(These will be explained in Episode 4 when they are needed for the first time.)

28 INJURY CARDS

The front of the card will give a handicap you must follow when you are Injured.

A spaceship is never a safe environment, especially when it's being flown by crash pilots like yourselves. Use these cards to determine which Injury has occurred.

28 MALFUNCTION CARDS

These each have a single letter on the front to indicate the affected System (5×A, 5×B, 4×C, 4×D, 3×E, 3×F, 2×G, 2×H).

Unfortunately, Spaceship Unity isn't exactly the newest ship in the fleet, which is why it seems to be malfunctioning all the time. Use the Malfunction cards to indicate where the Malfunctions have occurred.

GAME SETUP

Beginning an Episode

At the beginning of each episode, set up the game as follows:

1. The host will determine which parts of their living space will be used for the **playing area**. In practice, you could use all or any part of the living area as your playing area for this game. Usually, you can get by with the living room, the kitchen, and the hallway. If possible, confine play to a single floor. However, it is important that the host determines where to play. They can exclude entire rooms (for example the bedroom) and individual areas can be defined as out of bounds for the game. (For example: The bookshelf can be used, but the comic book collection on the top two shelves are out of bounds.) It is important that all players pay attention to areas that are out of bounds and stay away from them!

2 Take the **Story book** with the selected episode and place it in a central location in the playing area. This will serve as the bridge for your spaceship.

3 Take the corresponding **Story cards** for this episode and place them facedown on the bridge WITHOUT shuffling them! To make things easier to see, we recommend dividing the Story cards into different stacks based on the chapter symbols on their backs. However, this isn't necessary if, for example, you don't have enough space on the bridge.

4 Shuffle the **Malfunction** and **Injury decks** and place them both on the bridge.

5 Place the **System cards** in a stack on the bridge.

6 Place the **Logbook** and a pen (not included in the game) on the bridge.

7 If you are playing with 2 players, set up the yellow timer. If you are playing with 3 or 4 players, set up the red timer. Return the other timer to the box. You won't need it for this game.

3

Story Cards

Logbook

6

Story Book

7

120'' 90''

2

1

2

DISTRESS CALL

6

Yellow / Red Timer for 2 / 3–4 Player

The Story book will indicate which Systems to set up. In this case a System with a black Plus ⊕.

8

At the Beginning of each Chapter

At the beginning of each chapter, set up the game as follows:

1 Open the **Story book** to the chapter you want to play.
The first chapter of an episode is always on the first double page. At the end of each chapter, a Story card will tell you which chapter you will play next.

2 Place the **timer** on the Start space **5** of the Life Support Track.

3 Take the **Story cards** for the chapter. You can identify them by the Chapter Icon. Place these cards in a deck next to the Story book WITHOUT shuffling them. If necessary, double check to be sure the cards are sorted in ascending order WITHOUT reading them.

4 For an **Action Chapter**, take the Malfunction deck, shuffle it, and place it next to the Story book. For a **Challenge Chapter**, take the Injury deck, shuffle it, and place it next to the Story book.

5 Find the **System cards** for the Systems shown in the Story book. Place each System card at the location in the living space described on its back. For some Systems, only the required items will be mentioned. You can set these up wherever you want. Place the System cards so that they are clearly visible and directly on or next to the named location or item(s).

Systems marked with ✚ haven't been used yet in this episode. Systems marked with ✚ may have been set up earlier, depending on how the episode has progressed. Check whether these Systems are already in place and set them up if they are not. If a System isn't marked with either Plus, you have already set it up.

You aren't allowed to look at the front of the System cards with the action descriptions yet!

If a required item or location is not available in the living space, use a **Backup System**. Their use is explained in the Appendix on page 18.

When you begin the second chapter, it is possible that some Systems that were already set up won't be required for the current chapter. Just leave them as they are. You will most likely use them again in later chapters.

Be sure to complete steps 1–5 before reading the text in step 6. Then you can begin as soon as you finish reading the text!

6 Designate a player to read all the text boxes on the left side of the Story book completely. The first text box begins the story for this chapter. If this is followed by a text box with Setup for this chapter, follow the corresponding directions. If there isn't a Setup text box, only complete the setup described here. If any changes or additions to the standard rules are given, they only apply to this chapter. If there isn't a Rules text box, play the normal rules in the rulebook.

7. You are now ready to play the chapter.

Episode 1 begins with a backstory, which is not a regular chapter. Just read the text and follow the instructions. This will then be followed by the first Action Chapter.

System Cards

Injury Cards

Malfunction Cards

System Cards

After the backstory, the first episode's first chapter is an Action Chapter. All Action Chapters are played as follows:

Once everyone is ready, flip the timer and advance it 1 space on the Life Support Track. From now on: **if the timer runs out, you have failed this chapter.**

Life Support

You must always turn the timer over and advance it to the next Life Support space on the track **before** it runs out completely. This means the timer must advance 1 space whenever it is turned over!

You may never place the timer on the **Failure icon** ⧖ at the end of the Life Support Track. This means that once the timer is on the last normal space of the Life Support Track, you can't turn it over and advance it to the Failure Icon! The only time you have now is whatever is left in the timer.

If you place the timer on a Life Support space with 1 or more **Malfunction icons** ⚠, you must immediately place that many Malfunction cards (see *Malfunctions* on page 12).

Important: The timer is turned over **at the very beginning** of the Action Chapter and is advanced 1 space from the **Start space** ⑤ to space 01.

LIFE SUPPORT

START > 01 > 02 > 03 > 04 > 05)

In Action Chapters, the Life Support Track is turquoise. In this example, there is 1 Malfunction icon ⚠ in each of the spaces numbered 02, 03, 04, and 05. The space with the number 05 is the last Life Support space on the track.

Story Cards

As soon as the timer is started, reveal the first Story card and **read it aloud in full**. Most Story cards begin with a short text that advances the story. This is usually followed by 1 or more actions that you must execute.

The action's name is printed in color so that you can find the action on the System card more quickly.
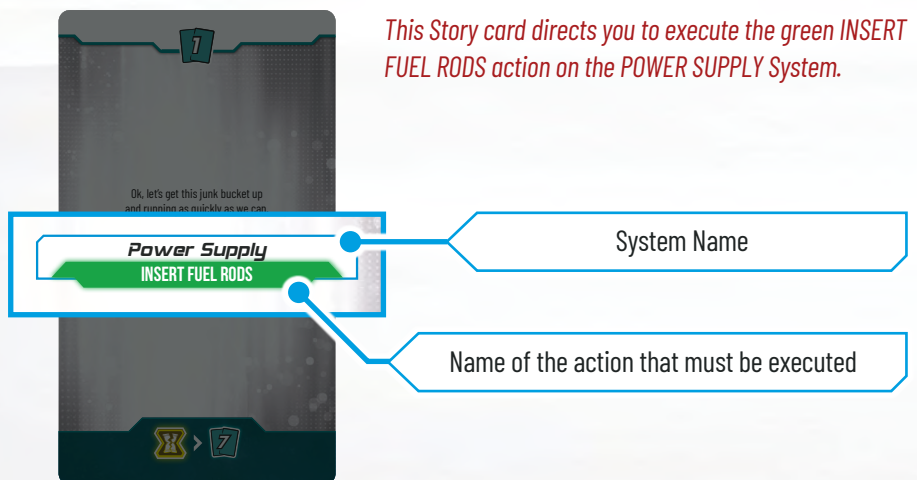
This Story card directs you to execute the green INSERT FUEL RODS action on the POWER SUPPLY System.

Ok, let's get this junk bucket up and running as quickly as we can

Power Supply
INSERT FUEL RODS

System Name

Name of the action that must be executed

If several actions are specified, you are free to choose the order in which you carry them out. It's usually a good idea to split up and do the actions at the same time. But keep a sharp eye on the timer!

If the keyword *"THEN"* is between two actions, you must first execute all actions before the "THEN" before you can proceed with any actions after the "THEN".

As soon as you have completely resolved all actions for a Story card, discard it and **immediately reveal the next higher-numbered Story card**. Then read it out loud.

Important: There is no connection between Life Support and which Story card you read. For example, there's a good chance you could be on the 2nd space on the Life Support Track but you're already working on the 4th Story card.

Some Story cards **direct you to another specific Story card**. This will be represented by one of the following icons: 🟩 / 🟦 / 🟨. In this case, skip to the indicated card and reveal it. We recommend you place the skipped cards next to the deck of Story cards WITHOUT reading their faces. The card you have been directed to is now on top of the Story card deck and you can continue playing immediately.

Most Story cards have icons at the bottom of the card that direct you to a specific Story card if you fail the chapter. When the timer runs out, read the indicated card (see *Failing an Action Chapter* on page 13). Otherwise, this information can be ignored.

Execute an Action

To execute an action, go to the appropriate System card and turn it over.

You are now looking for the title of the action that you must execute. To help, the titles on the Story and System cards are printed in the same color.

To the right of the description, an icon shows you how many players are needed for the action. The icons are for: 1 player alone 👤, 2 players 👥, and all players 👥👥.

Now read the **COMPLETE** instructions for that action.

After reading the action, you may realize that the location of the System or the items are not ideal for executing it. You may change the location and/or items as long as the new location and/or items still match the description on the back of the System card. This change is also allowed between two attempts. However, once you have started an action, you must try it at least once without making a change.

Example: A "book" could be anything from a thin paperback to a cookbook or even a very large, illustrated book. Depending on the action, one or the other may be more suitable.

Once you have completed the action, *YOU* are responsible for communicating this to the other players. In this way, everyone knows which actions have already been completed. This is especially important for Story cards with multiple actions.
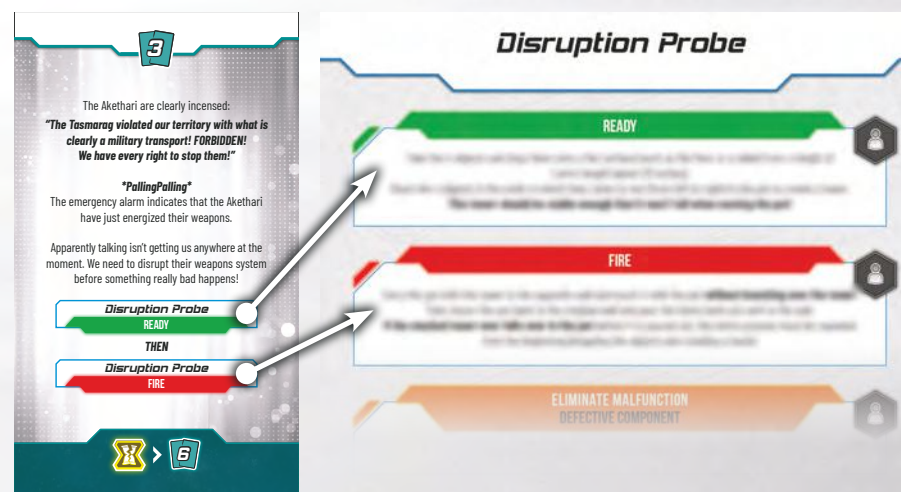
Example: *You must perform the READY action on the Disruption probe. Go to the Disruption Probe System card, read the text for the green action, and execute the action as indicated. Then tell your crew mates that this action is done. On the Story card, after the THEN, there is another action for the same System–FIRE. Go to the Disruption Probe System card and execute the corresponding red action there. Again, notify your fellow crew mates once you have completed this action. Then reveal the next Story card, read the text, and perform the actions for that Story card.*

Malfunctions

If you place the timer on a Life Support space with 1 or more **Malfunction icons** ⚠, YOU must immediately place that many Malfunction cards. This is how it's done:

» Draw and reveal a Malfunction card from the deck. The front of the card shows a letter.

» Now check the Story book for this chapter to determine which System matches this letter and place the Malfunction card next to this System **in the Story book**. (See example to the right.)

» If there is **no System with a matching letter**, immediately discard the Malfunction card and draw a new one. Repeat this process until you draw a Malfunction card with a letter matching a System for this chapter.

Do the same for each Malfunction card you need to place.

This Malfunction card shows the letter B and must therefore be placed in the Story book next to the Navigation System for this chapter.

Once a System is malfunctioning, you can only perform the `ELIMINATE MALFUNCTION` **action for that System**. The other actions will not be available until the Malfunction is eliminated. If a player is currently performing an action for a System that gains a Malfunction card, they may complete the action before the Malfunction takes effect.

You may Eliminate Malfunctions at any time. You don't need a specific instruction from a Story card.

To eliminate a Malfunction, carry out the action on the System card described under `ELIMINATE MALFUNCTION`.

Once the Malfunction is eliminated, YOU are responsible for removing 1 Malfunction card from this System in the Story book. It's best to do this yourself, but you may also assign someone who is closer to the Story book to do it for you.

If the system has multiple Malfunctions, you must perform the `ELIMINATE MALFUNCTION` action for each of those Malfunction cards.

Note: Sometimes Story cards will direct you to place a Malfunction card on a specific System. If so, simply take the top Malfunction card and place it facedown on the named System (WITHOUT revealing the letter).

Important!

» The organization of the team is entirely up to you. There are no fixed roles or responsibilities. Discuss and find your own solutions.

» Once a chapter has started, you may turn over and read all the System cards, even those you don't need to address yet. If someone is idle, it's a good idea for them to familiarize themselves with the Systems.

» It is very important to read all the text in the Story book and on the Story cards aloud and clearly! Everyone needs to know what's there!

» You must always read all texts in full. This is especially true for the actions on the System cards even if you have done them before. Some System cards may have additional instructions. Be certain you follow them!

» Make sure you always resolve each Story card in its entirety. Often there will be additional things you need to do besides the Story text and actions. For example, marking spaces in the Logbook, revealing more cards, etc. Also take note of the Iconography overview for a summary of all the icons used in the game on pages 18-19.

Further Play for an Action Chapter

As previously described, play continues through the chapter by revealing successive Story cards and executing their indicated actions. Meanwhile, you must keep an eye on the timer and make sure it never runs out. And in the meantime, make sure you don't let any Malfunctions get the better of you!

Failing an Action Chapter

You fail an Action Chapter if the timer runs out. This can happen because you forgot to turn it over in time or the timer can't be advanced because it's on the last Life Support space. In both cases, you must immediately check the **Failure Icon** ⧗ at the bottom of your current Story card. Then, reveal and resolve the Story card shown there.

The story will continue even if you fail a Chapter. You only repeat a Chapter in a few exceptional cases. However, the circumstance of your failure can cause the story to continue on a different path than it would have if you had been successful.

In this case, you must reveal and resolve Story card 7 of the current chapter if you fail.

Ending an Action Chapter

When you've completed the entire chapter, a Story card will instruct you to stop the timer. You may simply lay the timer on its side.

You don't need to resolve any Malfunctions remaining on Systems in the Story book.

Whether you failed or successfully completed the chapter, the final Story card(s) will complete the story. Furthermore, the last Story card will usually instruct you to check off spaces in the Logbook. If you see a **Logbook Icon** A01 without any further text, this means you must check off the indicated box in your Logbook.

At the end of each chapter, you will also learn which chapter you should play next. This is represented with a **Chapter Icon**:

This card instructs you to check off box J16 in your Logbook and then play the chapter with the gear icon.

Return any remaining Malfunction cards to the Malfunction deck. Take all the Story cards for the chapter and set them aside. Then turn to the page for your next chapter and carry out all the steps described for setting up a chapter (page 9).

Leave all Systems in place, even if they won't be used in the next chapter. It often happens that the Systems will be used again later in the episode.

Note: *Action Chapters can be intense, and you may not remember every detail of the story. Just like on a real spaceship, not everyone is sitting in the captain's chair all the time. Take time to discuss what just happened until you all know the main points of the story. Important points will also be repeated later in the story. For example, you won't need to know exactly how many shots you fired with the laser. However, you should at least know who you were shooting at.*

If you are teaching the game, you only need to teach up to this point. Then explain the **Important Tips** given on page 17. Since the first two chapters in Episode 1 are Action Chapters, you can start playing right after that.

You can teach the Challenge Chapters and Debriefing Chapters when they appear for the first time. The Story book contains references to this in the appropriate places.

However, it is important that you read the whole rulebook before you start playing. So please read on.

Challenge Chapters are mostly identical to Action Chapters with the following differences:

Life Support

There is no time pressure in **Challenge Chapters**. You place the timer on the **Start space** ⑤ on the Life Support Track, but it is never turned over. Instead, you advance the timer one space each time you fail a `PURPLE ACTION` (see Purple Actions). The timer DOES NOT advance at the very beginning of the chapter. It remains on the Start space until you fail a purple action.

Life Support spaces are shown in blue in Challenge Chapters. In this example, there is 1 Injury Icon ⊕ in each of the spaces numbered 01, 02. The space with the number 02 is the last space on this Life Support Track.

Purple Actions

Challenge Chapters mostly use the Systems' `PURPLE ACTIONS`. These differ from the green, red, and orange actions in that they are more difficult and can be failed. You aren't just executing a task: you must achieve a specific goal, preferably on the first try. Each purple Action describes what the goal is and when the action has failed. Each time you fail a purple action, you must advance the timer 1 space on the Life Support Track.

The `PURPLE ACTION` **is only done when you have successfully completed the action.** You can suffer multiple failures trying to successfully complete the same action.

There are no trial runs for purple actions. The first try counts! If you fail, advance the timer, and assign any Injury (see *Injuries* on page 15). Then you must try the action again.

*Occasionally, you may also have green, red, and orange actions in **Challenge Chapters**. These can't be failed and don't need to be timed. They only serve to immerse you in the story.*
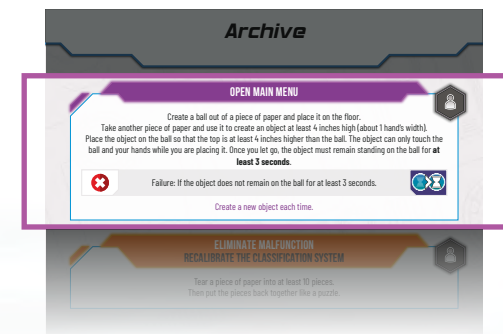
Important! A failed `PURPLE ACTION` is not the same as failing a chapter! A failed `PURPLE ACTION` means you must advance the timer. Failing a chapter means you've failed the entire chapter by running out the timer (in an Action Chapter) or by failing purple actions too many times, which advances the timer to the Failure Icon (in a Challenge Chapter). Only if you fail an entire chapter will you read the card indicated at ⌛ .

Injuries

Challenge Chapters do not have Malfunctions, but there can be Injuries instead. If you advance the timer to a Life Support space with an **Injury Icon** ✚, you must immediately draw an Injury card. The Injury card goes to the player who caused the action to fail. If more than one player was involved in the failure, you can choose who takes the Injury. However, priority goes to an uninjured player.

When you gain an Injury, you immediately lose any existing Injury, as you can only have 1 Injury at a time. Discard the former Injury card: it no longer applies to you.

When you gain an Injury, you must immediately comply with the specified restrictions, which continue until you either get a new Injury or the chapter ends.

Ending a Challenge Chapter

You have successfully completed a **Challenge Chapter** when a Story card tells you. On the other hand, if you must move the timer and it is already on the last space of the Life Support Track, you've failed the Chapter. Upon failure, the same as with an Action Chapter, you must immediately check the **Failure Icon** ⧗ on the bottom of your current Story card. Then, reveal and resolve the Story card indicated there.

Discard all Injuries at the end of a Challenge Chapter. Their restrictions no longer apply. Collect all Injury cards and return them to the Injury deck and set aside the Story cards for the chapter. Also, you will usually need to check off any indicated boxes in the Logbook.

Then play the next chapter. The last card(s) will tell you which chapter to play.

DEBRIEFING AND THE END OF AN EPISODE

The last chapter in each episode is always the Debriefing Chapter. If a Story card shows the **Debriefing Icon** 📋 at the end of a chapter, turn to the Debriefing Chapter in the Story book and find the appropriate deck of Story cards. The debriefing assesses your performance for this episode based on the checked off boxes in your Logbook. Begin the debriefing with the first box in the Story book and then follow the flowchart, reading any text and cards as directed.

Important: During the debriefing, only read the cards you are asked to read and then continue to follow the flowchart.

Each episode ends with the Debriefing Chapter.

Return all game components to the box. Sort the Story cards for the completed episode using the sequence numbers on the back. Important: Be sure to keep your Logbook! All the episodes are played with the same Logbook because events from one episode can affect the course of later episodes.

For your next game, play the next episode no matter how well or poorly you did. If you want to play the next episode immediately, clean up all the Systems you were using first. It may well be that some of these appear in the next episode, but when all the Systems from two episodes are distributed in the playing area, you can quickly lose track of which System is where.
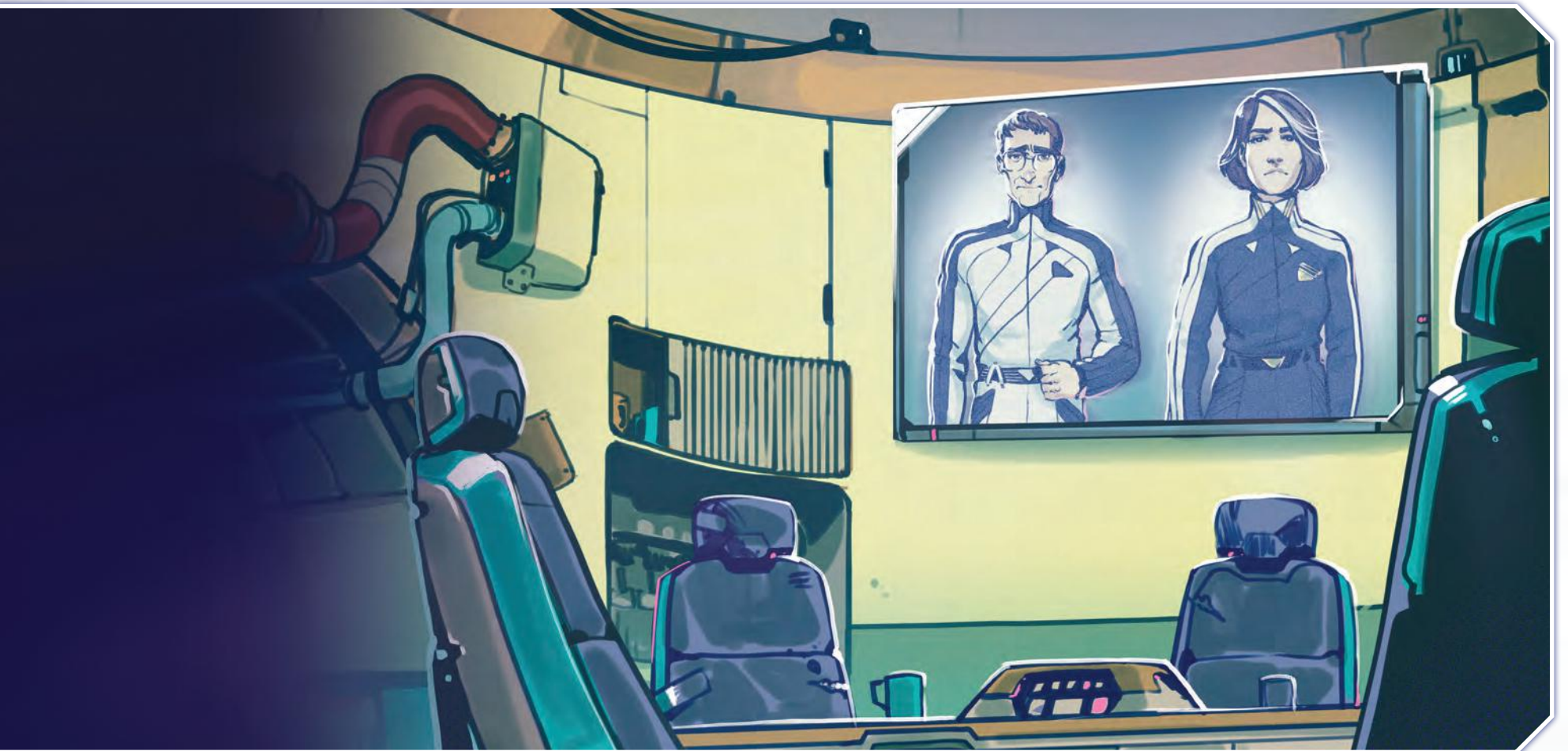
» **If the game instructs you to do something that would harm a person or damage an item in the living space: DON'T DO IT!**
Of course, we haven't actively designed such situations into the game. However, tricky situations can arise due to special features of the space or the items chosen. Find another way to perform the action. For example, replace an item with another that won't be damaged by the action.

» On the *Unity*, things can get quite hectic and loud. If you have sensitive neighbors, time your game to start so you're done before it's too late at night.

» In the rush caused by an Action Chapter, there may be times when you need to run. Make sure you wear something on your feet that will prevent you from slipping.

» You are allowed to change items or locations. After reading an action, if you realize that the location of the System or the items aren't ideal for executing it, you may change them.

» If an item or location is not available for a System, use a Backup System (p.18).

» For some actions you will need some everyday items such as pen and paper. Don't be surprised if you need items for an action that aren't listed on the back of the System card.

» If you can't execute an action due to a physical limitation, find another player who can execute it. However, if the action can't be carried out without your help, find an alternative way to execute the action that does as much justice to the idea of the action as possible. If this isn't possible, just count the action as successfully completed.

» We put a lot of effort into formulating the rules for the actions in the game. However, if you aren't sure exactly what is meant by an action's description, execute the action in the way that makes the most sense to you.

» The story is an important part of the game! Even though time is of the essence, read out the texts in the Story book and on the Story cards loud and clear so all players can follow the story. It's also a good idea to summarize the story between chapters so all players are on the same page.

» Take turns reading! Nobody wants to do all the reading, and everybody wants a chance to read something.

» At the beginning of each episode, make yourself aware of what has happened so far. Not only will you experience the game differently as you dive into the story, but you will also be able to make decisions more consciously once you're aware of how your decisions can help drive the story.

» *Spaceship Unity* is about experience and story. Don't worry if you fail a chapter. It happens. The story will continue, and you have the chance to do better in the next chapter. After all, a great story has its ups and downs!

» On the last page of these rules are *Checklists for Setup and Sequence of Play*. Use them!

Thanks!

Backup Systems

During System setup, if a required item or location isn't available, use a Backup System card and its location or item(s) instead. To identify which System has been replaced, keep the actual System card along with the Backup System card. If you are later asked to execute an action for this System, turn over both cards. You will find the correct name for the action on the actual System card (the Backup System card will only have actions named by their color). Execute the action with the matching color on the Backup System.

Knowledge Cards

When you discover new information during the story, you gain KNOWLEDGE. It is found on cards that contain the KNOWLEDGE Icon (see example at right). Keep these cards for future episodes. It is best to keep all the KNOWLEDGE cards you have gained in a separate bag when cleaning up the game.

If it has been a while between sessions of the game, we recommend reading all the Knowledge cards again before playing. This will provide a rough overview of the story so far.

The story will sometimes refer to the knowledge you already have. At such times, you may certainly read the corresponding Knowledge card to refresh your memory.

Questions

Questions ask you to check for a certain game state (for example, *Where is the timer?*) or ask you to make a choice. When a choice needs to be made: discuss, and then choose one of the options and follow the directions that match your choice.

Boxes with Ongoing or Delayed Instructions

This box (see illustration to the right) contains instructions that must be carried out for a certain amount of time or that must be activated later. Usually, you will be asked to leave these Story cards faceup until the instructions no longer apply. Details are explained directly on the Story card.
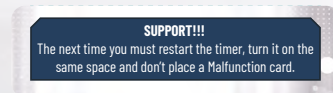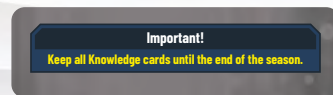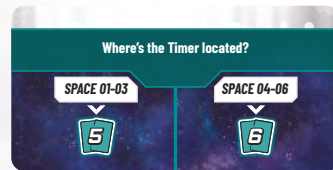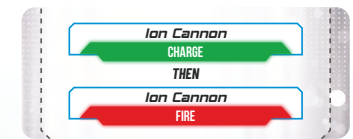
Keywords

All sorts of strange things can happen, especially on Story cards. In most cases, we've explained anything unusual right on the card. But the following keywords may appear on some Story cards:

"THEN"

If the keyword **THEN** is between two actions, you must first execute all actions before the THEN before you can proceed with any actions after the THEN.

First charge the Ion Cannon and THEN fire the Ion Cannon!

"Continuously!"

If an action has the keyword *Continuously!*, the corresponding action must be carried out continuously until you are told to end the action.

The green action surrounded by a dashed line must be carried out continuously.

"All Players"
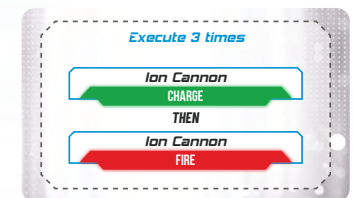
The *All Players* keyword indicates that the corresponding Action must be executed by all players.

This action must be executed by all players.

"Execute 3 times"

Execute 3 times indicates that all actions within the dashed frame must be successfully completed in succession the number of times indicated.

First the green action must be executed 1x and THEN the red action must be executed 1x. This entire sequence must be completed 3x.

Icons

The following icons are used on Story cards and other elements of the game:

Logbook Spaces

If you see this icon without further text, it means: Check off the corresponding space in the Logbook.

If this Icon is shown as part of a question, it means that you should determine whether the corresponding space has been checked off in the Logbook.

Failure Icon

This icon is found at the end of all Life Support Tracks after the final Life Support space and at the bottom of most Story cards. At the end of the Life Support Track, it simply reminds you that if you must advance the timer again, you have failed the chapter. At the bottom of Story cards, it simply directs you to the card you must read if you fail while resolving that card.

Malfunction Icons

Malfunction Icons are found on the Life Support Track for an Action Chapter. If you advance the timer onto a space with this icon, you must immediately place the number of Malfunction cards indicated.

Injury Icons

Injury Icons are found on the Life Support Track for a Challenge Chapter. If you advance the timer onto a space with this icon, you must immediately distribute the indicated number of Injury cards to players.

Start Space

The Start Space Icon denotes the Start space on the Life Support Track. An Action Chapter begins when you start the timer and advance it to space 01. A Challenge Chapter begins with the timer on the Start space, and the timer is never started. It is only advanced when you fail a PURPLE ACTION.

Advance Timer Icon

You will mainly find the Advance timer Icon on the System cards next to purple actions. It reminds you that if you fail a PURPLE ACTION in a Challenge Chapter, you must advance the timer 1 space on the Life Support Track. Occasionally, you will also find the Advance timer Icon on Story cards if you have to advance the timer for other reasons.

Chapter Icons

These are the Chapter Icons. They are found next to the Chapter titles and on the back of the Story cards for that chapter. A chapter Icon at the bottom of a Story card tells you which chapter to play next. (This is usually the chapter's last card.)

Card Number Icon

The Card Number Icon is located on the back and at the top of the front of each Story card. If you see this icon elsewhere, it means you must reveal that specific Story card. Most of the time you must jump to a specific Story card for that chapter. However, sometimes it is simply a reminder to reveal the next Story card(s).

Note that the Card Number Icon can also be linked to a condition. Most commonly, you'll find the Failure Icon at the bottom of a Story card followed by a Card Number Icon. This means that you only reveal that numbered Story card if you have failed the Chapter.

Player Count Icons

Player Count Icons are used with the actions on the System cards. They show you how many players you need for this action. The icons are for: 1 player alone, 2 players, and all players.

Plus Sign Icons

These icons help you set up the Systems shown in the Story book. The black Plus Icon means you need to set up the named System.

The white Plus Icon means the System may have already been set up in a previous chapter. Double check whether the System is already set up and, if not, set it up.

If there is no Plus Icon on a System, that System has already been set up in a previous chapter.

CHECKLISTS FOR SETUP & SEQUENCE OF PLAY

Prepare Episode (Details p.8)

1. Establish your playing area
2. Set up the episode's Story book
3. Set up the Story cards and preferably divide them into chapters
4. Set up the Malfunction and Injury card decks
5. Set up System cards
6. Lay out the Logbook and something to write with
7. Set up the appropriate timer (yellow for 2 players or red for 3-4 players)

Prepare Chapter (Details p.9)

1. Open the Story book to the selected chapter.
   The first chapter for each episode is on the first double page. After that, the next chapter will be determined by the chapter Icon at the end of the last completed chapter.
2. Place the timer on the Start space ⑤ of the Life Support Track.
3. Set up the Story cards for the selected chapter.
4. Shuffle the Malfunction cards (Action Chapter) or the Injury cards (Challenge Chapter) and set them near the Story book.
5. Distribute System cards in the living space and set up Systems (using Backup Systems if necessary).
   ➕: Set up
   ⊕: May already be set up
   No Plus: Already set up
6. Read all the text boxes on the left side of the Story book.
7. Complete any additional setup instructions described in the Story book.
8. Observe any additional special rules described in the Story book.

Action Chapters (Details p.10)

» Start the timer and advance it 1 space on the Life Support Track. If necessary, immediately place any Malfunctions. Reminder: The timer can never run out. If it does ❯⌛. Read the numbered Story card next to the ⌛ on the bottom of the current Story card.
» Reveal the first Story card and read it aloud, **execute its actions** (p.11), and, if necessary, follow any further instructions on the Story card.
   When the Story card is completely resolved, continue with the next Story card.
» **Malfunctions** may be eliminated at any time (Malfunction rules p. 12).
» Always read all texts (book / actions / Story cards) to completion.
» **The chapter is failed when** the sand timer runs out or when you have to move it to ⌛.

Challenge Chapters (Details p.14)

» The timer is never started.
» Place the timer on the Start space ⑤ and leave it there.
» Advance the timer 1 space whenever you fail a purple action.
» PURPLE ACTIONS are only resolved when you have **successfully** completed them (p. 14).
» **The chapter is failed when** you have to move the sand timer to ⌛ (that is, when you have had too many failures on PURPLE ACTIONS in total).
» An **Injury** is awarded to the player who fails a PURPLE ACTION (p.15).
» Players can only have 1 Injury at a time.
» Whenever you gain a new Injury, discard a previous Injury if you have one.
» Always read all texts (book / actions / Story cards) to completion.
» Discard all Injuries at the end of the chapter.

Debriefing (Details p.16)

» Begin the debriefing with the first box in the Story book.
» Follow the flow chart.
» Carefully read only the cards you are directed to read.

End of an Episode

» Clean up the space and put away all the game components.
» Save the Logbook!