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SPACESHIP UNITY

EPISODE 0



Pegasus Spiele

WELCOME TO THE TS30

IDEA OF THE GAME

Spaceship Unity is a cooperative game with a storyline that unfolds over multiple episodes. Players will work together to complete missions and explore the narrative. Even though the focus of the game isn't on winning or losing, your performance will have consequences in how the story unfolds, so do your best!

You are fresh recruits into the Interplanetary Alliance (IPA) and have been assigned to serve in the TS30 Spaceship Training Simulator. The TS30 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. Fortunately, each system has a help menu that explains these actions in detail. However, when executing these actions, you will only have a limited number of attempts or a strict time limit.

QUICK-START RULES

Spaceship Unity lets you experience a story in a whole new way. Some mechanics may be new to you or your gaming group. To provide a quick and easy introduction to this fresh gaming experience, *Episode 0* comes with quick-start rules. Simply follow the Setup section to the right, and then you can begin with the first chapter straight away. Hint boxes on the game material will explain everything important to you, when- and wherever you need it.

WHAT YOU NEED FOR THIS EPISODE

In addition to the material in the booklet, you will need certain everyday items for your spaceship systems. The back of each System card specifies items you will need for that particular system. Here is a summary of all the necessary items for *Episode 0*: **3 books**, **1 tea towel** or small hand towel, **3 pairs of socks**, **3 different items of winter clothing**, **3 smartphones** (you can get by with 1 if necessary), **1 vacuum cleaner** with a cord (otherwise an extension cord or any other similar substitute that is at least 10 feet long), **paper and pen**, and **1 table** (if necessary, the floor will suffice). If you are missing any of these items, you can replace up to 2 systems (for example, the vacuum cleaner and the 3 pairs of socks) with **Backup System cards** (see setup).

IMPORTANT NOTES FOR THE CREW

- » Since *Spaceship Unity* is about a shared experience and story, don't worry if you fail a chapter or get rules mixed up. When in doubt, **do what is the most fun!**
- » If the game directs you to do something that would harm a person or damage an item in the living space: **Don't do it!**
- » On your spaceship, 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.

Credits

Game Design: Ulrich Blum & Jens Merkl
Illustrations: Eric Hibbeler, Ross Taylor
Graphic Design: Daniel Müller, Jens Merkl
Editing: Beth Erikson, Ronja Lauterbach
Translation: Ralph Anderson
Realization: Stefan Stadler, Jens Merkl

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SETUP

First, take out the sheets in the middle of this booklet (gray background). Cut out the game material as described there. The back side of the (small) Story cards and (large) System cards are shown below. Please avoid looking at the front side of any of these cards!

24 STORY CARDS

Sort the **Story cards** in ascending numerical order from top to bottom using the icons on their back and then place them facedown as a draw deck.



The Story cards are the engine for the game that drive the story and determine the actions you must take to advance the story.

1 LOGBOOK

Place the **Logbook** and a pen within easy reach.



You will receive a detailed explanation for it at the end of the first Chapter.

Place the game booklet and the Story cards in a central location with a table to serve as your ship's bridge where you gather information. Then you will need to distribute System cards to other areas in your living space to serve as additional areas in the ship.

7 SYSTEM CARDS

Place each **System card** facedown in a suitable location in the playing area. The host will determine which parts of their home may be used for this purpose. Place the items listed on the back of each System card next to them. For this Episode, you only have Systems that use moving objects. You may distribute them anywhere in the playing area apart from the bridge, which should only have the game booklet and Story cards. If you don't have the items for a System, place a Backup System card next to it. Only read the front of the Backup Systems for how they work if needed, otherwise set them aside.

Place each System card, as shown here with the back side face up, next to the named items (here, for example, next to the vacuum cleaner).



System Name

Items needed

The System cards are help menus for inexperienced crew members that explain how the respective System is operated.

SAND TIMER

Fold the **Sand timer marker** as shown. You will also need a 90 second **timer** (for 3/4 players) or a 120 second timer (for 2 players). You can use your smartphone as a timer. If possible, set it so that the screen won't turn off.



VIDEO

The TS30 will occasionally ask you to video record actions so the training activities can be more clearly evaluated. Have a smartphone ready for these **VIDEO CHECKS**.

You are ready to begin!

Episodes for *Spaceship Unity* consist of several Chapters: timed ACTION CHAPTERS and untimed CHALLENGE CHAPTERS. On the next page you will begin with an ACTION CHAPTER. Always read the gray **hint boxes** first as they provide further rules and details.

Now turn the page!

1

I'm a **hint box** and part of the quick-start rules. Read these boxes in numerical order....

2

Hint boxes provide information the moment you need it (for example, rules).



THE EXPERIMENT

1

CHAPTER ICON: Place the Story card deck with the matching icon (Star) nearby.

2

Place the **Sand timer marker** on the **START** space  on the Life Support track. Now read the two large text boxes, before you start the Action Chapter.

ACTION CHAPTER

Planet Earth, headquarters for the Interplanetary Alliance (IPA), day 3 of our basic training. The mood is despondent. The training sessions for the last two days were, shall we say, moderately successful. Our trainer enters the room in an excessively good mood.

"A wonderful good morning, valued IPA recruits. I'm sure you can't wait to embark on another exciting adventure even though it's only with the TS30 training simulator. But as you've already experienced yourself, the TS30 simulation is in no way inferior to the real thing. You should have seen your faces when you managed to blow up your ship even though the programming doesn't really allow for that. The horror and sheer terror... just delightful. And don't give a thought about the second training session in which you started a war. Now, before you enter the simulator today, please repeat the following five times: The core mission of the IPA is to maintain Galactic Peace."

We mumble the phrase apathetically to ourselves as we enter the simulator as our trainer eagerly continues.

"Excellent! Moving on now to the mission briefing, we have received a distress call from Akethari Station Drakrrghak. The technology research there is well-known for the development of efficient weapon systems. However, their current research is focused on a highly experimental energy system. An IPA observation team is already on site. According to their report, the system is promising, but still too unstable for actual use. Of course, that didn't stop the Akethari from conducting their initial field tests. The word 'recalcitrant' appears quite frequently in the report.... Unsurprisingly to everyone, there has been a major incident. Therefore, HQ is sending you to the station on IPA Spaceship Rookie to help. However, I must warn you the Akethari are an overly proud civilization. The distress call came from our IPA team, not the Akethari themselves. We don't know if they will even accept your help. Be convincing and don't waste time. Good luck!"

RULES

ACTION CHAPTER

Action chapters are played under time pressure. You must complete them before you run out of time. As an **exception**, skip the timer for now! There will be a Story card later that will prompt you to start it. This is part of the Quick-Start Rules.

Keep the following points in mind when you reveal your first Story card:

- » Read the card's story text out **loud and in full**. Then perform all the Actions.
- » How you play together is entirely up to you. There are no fixed roles or responsibilities. Discuss what to do and find your own solutions. It's usually a good idea to split up. However, always let the other players know when you've completed an Action. For example: "Jump Drive Charged."

VIDEO CHECK

To check your performance during the training situation, the TS30 will occasionally ask you to video record Actions (on your smartphone). All Actions within the dashed box are part of the **VIDEO CHECK**. The check is only passed if you or another player made a video for the successful performance of these Actions.

You are now ready to play your first Chapter. Reveal Story card .

EXAMPLE

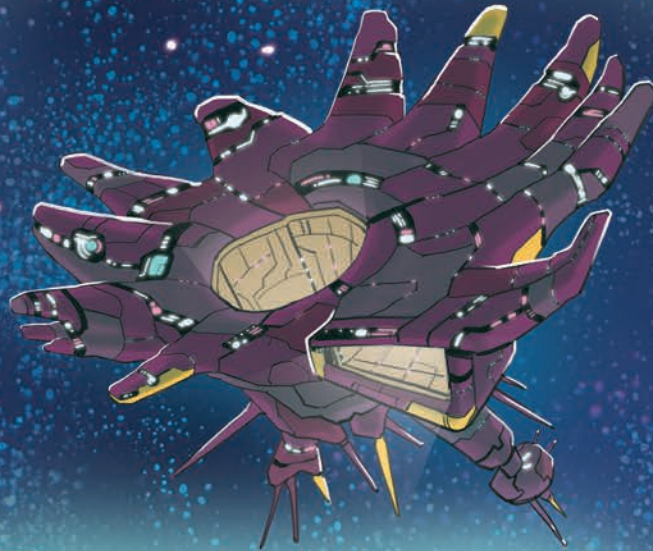
VIDEO CHECK!

Thermal Scanner
PERFORM SCAN

LIFE SUPPORT



Whenever you fail a Chapter, there will be an icon on the bottom of the current Story card that directs you to the Story card you must read upon failure.



Com-System

*Diplomacy
Protocols*

Jump Drive

*Force Field
Generator*

*Optical
Scanner*

*Thermal
Scanner*



WE CAN DO THIS

CHALLENGE CHAPTER

All quiet for the moment, but the sensor data doesn't bode well. The experimental energy system seems to be out of control. It's pumping unbelievable amounts of energy into the station's power grid, which is now severely overheated. All shutdown protocols have failed, and any system booted up could instantly explode. Luckily, the Akethari seem to have noticed as well. Almost all the station's systems have been shut down. Unfortunately, the Com-System was one of them so we've lost contact with the Akethari and our IPA team on the station. Since there's still no trace of any help from the other civilizations, we're completely on our own now. It almost seems like our trainers intended this training mission to end in a flaming inferno as well.

Well, this means we'll have to respond calmly, skillfully, and intelligently. Somehow, we must shut this system down. If it pumps any more energy into the station's power grid, the whole place could blow up in our face at any moment....


1

This is your first Challenge Chapter. The same rules apply as for Action Chapters with the following 3 changes:

RULES

CHALLENGE CHAPTER

1) There is no time pressure.



The Sand timer marker is placed on the START space  on the Life Support track. However, don't start the timer or advance the sand timer marker at the beginning of the Chapter. Instead, you must always advance the marker 1 space whenever you suffer a failure for a **PURPLE ACTION** – in other words, if you didn't successfully perform the Action.

2) Purple Actions

These differ from the green and red Actions in that they are more difficult and they can fail. You don't just have to do it; you must achieve a specific goal. Each **PURPLE ACTION** describes exactly what the goal is and when the Action fails. There are no practice attempts. Each try counts.

A **PURPLE ACTION** isn't finished until you have successfully completed it. You can incur multiple failures for the same Action. After each failure, including each failed repetition, you must advance the Sand timer marker 1 space and repeat the Action.

3) Failure in the Challenge Chapter

Attention: A failure does not end the whole Chapter! You can only fail a Chapter when the marker is on the last Life Support space before the  and you then fail again. Then you must read the card indicated  at the bottom of the current Story card, as usual.

VIDEO CHECK WITH MULTIPLE ACTIONS

A **VIDEO CHECK** can also contain several Actions. All Actions listed within the dashed box must be successfully completed in the video to be considered passed.

LIFE SUPPORT



2

You can see when the **CHALLENGE CHAPTER** fails on the Life Support track. In this case the number of spaces doesn't indicate how many times you are allowed to restart the timer, but rather how many total **PURPLE ACTION** failures you are allowed for the Chapter.

Com-System

Thermal Scanner

Laser

Optical Scanner





RISK OF EXPLOSION

ACTION CHAPTER

The situation remains tense. The station's power grid is still crackling with excess energy. We must prevent further explosions, and most urgently, explosions in critical systems. Our plan is as follows: We've divided the station into 3 sectors for each civilization to monitor: one for the Jindoo, one for the Tasmaraq, and one for us. Wherever there's a rapid energy spike, we need to disrupt the power grid with targeted laser fire. Hopefully this will prevent larger explosions, and afterwards, we may have to plug some holes with force fields. As long as the Akethari on the station remain calm and don't rush to power up any systems, the plan should work. Unfortunately, we still haven't been able to communicate with the Akethari. Hopefully they understand what we've planned and....

ba-BOOM

EEEEkooooffffff

whoommffff

...Nope, they didn't understand at all. A series of explosions have occurred in the Jindoo's sector. Note to self: never develop a plan that depends on a cautious approach by the Akethari.... No time to dally, let's get to work!

RULES

VIDEO CHECK

There will be a **VIDEO CHECK** during this Chapter. Don't forget you must record **all** Actions in the Video Check box for the check to be successful...

ACTION CHAPTER

This is an Action Chapter just like Chapter 1. Don't forget:

- 1) Keep a close eye on the timer!** It must be started again **before** the timer runs out!
- 2) Advance the Sand timer marker 1 space**, when you start the timer again.
- 3) You may exchange items**, if an action does not work with the selected item.
- 4) The Chapter has failed** when the marker is on the last space and the time runs out, (Space 04 for this Chapter).

Are you ready for Action?

Start the timer, advance the Sand timer marker to space 01, and reveal the first Story card.

THE REMOVABLE PART BEGINS HERE:

For an overview & explanation please turn the page ...



OVERVIEW REMOVABLE PART

24 Story cards (small)

7 System cards (big)

2 Backup system cards (big)

1 Logbook & 1 Sand timer marker

On the removable pages you will find all the game components that you will need for *Episode 0*.

Cut everything out (along the dotted lines), sort the **Story cards** by the symbols on their backs and in descending order by their card numbers (the "1" is at the top of each pile). Place the **System cards** within easy reach. You will only need the Backup system cards if you are missing something for a system.

Get the **Logbook** ready and fold the **sand timer marker** as described.

1

Well, let's see if it's going to be another disaster. Onward to Akethari Station Drakrrghak!

Jump Drive
CHARGE

THEN

Jump Drive
JUMP

1 **ACTIONS.** These tell you what you must do. Go to the Jump Drive System card and find the description for the green **CHARGE** Action, and perform that Action.

2 Perform all Actions **before** the **THEN** keyword before performing the Actions **after** the **THEN**. If several Actions are specified without a **THEN**, you are free to carry those out at the same time and in any order. If you have finished the **CHARGE** Action, now perform the red **JUMP** Action to complete the space jump.

3 **Once you've completed everything on a Story card,** discard it and immediately reveal the next card....

2

Contact the station!
Let's see what's going on there.

Com-System
OPEN CHANNEL

Once more, to be clear:
Perform the **OPEN CHANNEL** Action.
Shout, "Channel open!"
Reveal the next card.

3

At the end of this card, start the timer!

Important: You must **always** restart the timer before it runs out. Whenever you start the timer (even the first time), advance the Sand timer marker **1 space further** on the Life Support track. The last time you can restart it is when you advance it to the last space (here: Space 04). **If the timer runs out at any point** (even if the marker isn't on the last space), you have failed the Chapter. Your goal is to complete the Chapter before that happens.

2 From now on you'll find this indication ⌚ > 🗡 at the bottom of each card. It tells you which Story card to read if you fail the Chapter. Otherwise, you immediately reveal the next Story card, as usual, when you've read and completed everything on the card.

Timer Setting
2 players: **2min**
3 or 4 players: **1:30 min**

3 Now, start the timer, place the Sand timer marker in **Space 01**, then reveal the next Story card!



4

The Akethari reply: **"IPA Spaceship Rookie, why are you here? DISRESPECTFUL! We don't need your help. UPSETTING!"**

Diplomacy Protocols
APPEASE

Only read this Story card, if you have failed.



5

We reply to the Akethari:
"The Akethari are valiant and powerful and recognize that great battles are not won alone."

They reply:
"ACCEPTABLE! Do what you need."

There we go, it worked! Execute thermal scan!
Let's find out what's going on here....

Video record this Action!

VIDEO CHECK!

Thermal Scanner
PERFORM SCAN

Optical Scanner
PERFORM SCAN

Only read this Story card, if you have failed.



6

Multiple instances of overheating registered on various systems!

CAWW-WUMMMM

Uh oh, there's been an explosion in the outer hull on the station. Quick! We need to seal the hull breach with a force field.

Force Field Generator
ACTIVATE FORCE FIELD

Only read this Story card, if you have failed.



**SPACESHIP
UNITY**



3

EPISODE 0

EO - 03

**SPACESHIP
UNITY**



2

EPISODE 0

EO - 02

**SPACESHIP
UNITY**



1

EPISODE 0

EO - 01

**SPACESHIP
UNITY**



6

EPISODE 0

EO - 06

**SPACESHIP
UNITY**



5

EPISODE 0

EO - 05

**SPACESHIP
UNITY**



4

EPISODE 0

EO - 04

7

Stop the timer!

That was close! But we expect there may be additional hull breaches. We need help fast so we've initiated an emergency broadcast on all channels. Let's hope we get some help from some of the other civilizations soon. Until then, we'll have to keep a close eye on the station. Although our force field may have prevented something worse from happening, the problem is much bigger than we thought....

:: End of Chapter ::

At the end of each Chapter:

- » Make an entry in the **Logbook** (see bottom left).
- » **Turn the page** to the next Chapter (see bottom right) and Setup the **Story cards** with the appropriate icon for the next Chapter.

A01 < Make entry in the Logbook

Turn the page to chapter >



8

Fudge!! Nothing worked the way it should have. And now a ship has jumped into the system and is hailing us: **"IPA-Spaceship Miracle to IPA Spaceship Rookie. It appears you are having some difficulties. Let us handle it from here."**

The Miracle stabilizes the station and completes whatever we failed to do. **"IPA Spaceship Rookie, that should do for now. We're out. We have an urgent distress call from IPA Spaceship Noobie to attend to...."**

SWISH-WHOOSH-ZING

And the Miracle has disappeared into hyperspace. We look at each other in amazement. What was that all about? Does the trainer want to keep us happy with this measure? Perhaps, if we make a better effort during the rest of the mission, we can do it ourselves going forward.

:: End of Chapter ::

At the end of each Chapter (even if you failed):

- » Make an entry in the **Logbook** (see bottom left).
- » **Turn the page** to the next Chapter (see bottom right).
- » Setup the **Story cards** with the appropriate icon for the next Chapter.

C03 < Make entry in the Logbook

Turn the page to chapter >



1

You have opened chapter in the **booklet** and read everything? Then continue reading here on this card ...

Our best option is to separate the experimental power system from the station's power grid. We need to find nodes in the grid that we can disable with our lasers while doing as little damage as possible.

Optical Scanner

PRECISION SCAN

Also note in the challenge chapter:

As soon as you have successfully completed everything on the Story card, you **reveal the next one in numerical order.**



2

Bingo! There's a suitable node near the outer hull. With targeted laser fire, we should be able to disconnect the power grid there. Then the lab won't be connected to the rest of the station. To ensure we don't cause excessive damage, we must first convert the laser for precision fire.

VIDEO CHECK!

Laser
CONVERT

THEN

Laser
FIRE

Don't forget:
Both Actions are part of the Video Check!



3

Halleluja! It worked. The lab is disconnected from the power grid. But it's not over yet. The grid is still severely overheated and there could be additional explosions at any moment. Worst case, the whole station will blow up, and us along with it. We must scan for further overheating immediately.

SWISH-WHOOSH-ZING

SWISH-WHOOSH-ZING

Well, whaddayaknow? Apparently, our distress call to the other civilizations was received after all. A Jindoo liner and a Tasmarg freighter have just emerged from hyperspace. As soon as can, we need to switch the scanners to monitoring and open a general com channel so we can coordinate a plan with them.

Thermal Scanner

CONTINUOUS MONITORING

Com-System

LINK



4

OK, now the only thing standing between us and a well-coordinated maneuver is our absolute inexperience as a crew. But so far, we've done surprisingly well.

Who knows? Maybe we were born for service in the IPA! So let's go save those incorrigible Akethari whether they want it or not.

:: End of Chapter ::

Logbook!

Next Chapter in the booklet.

A02 < Make entry in the Logbook

Turn the page to chapter >



**SPACESHIP
UNITY**



1

EPISODE 0

EO - 09

**SPACESHIP
UNITY**



8

EPISODE 0

EO - 08

**SPACESHIP
UNITY**



7

EPISODE 0

EO - 07

**SPACESHIP
UNITY**



4

EPISODE 0

EO - 12

**SPACESHIP
UNITY**



3

EPISODE 0

EO - 11

**SPACESHIP
UNITY**



2

EPISODE 0

EO - 10

5

Ahhrrrggghhh. How frustrating! Nothing's working for us. We're ready for our trainer to cancel the simulation. And then a ship appears out of nowhere: **"IPA Spaceship Miracle here. We see you having some problems. No worries, we'll take care of them for you."**

And in no time at all, the Miracle executes a precisely targeted laser fire.

"Don't bother thanking us, you're welcome. It's the least we could do. We have to get moving now. IPA Spaceship Novice also needs our help...."

We get the feeling our trainer is doing their best to help us succeed today. And, as if to support our suspicion, a Jindoo liner and a freighter from the Tasmaraq merchant fleet suddenly show up. Giving us a little unexpected help from the other civilizations will clearly be enough to help us succeed....

Logbook!

Next Card!

B02 ← Make entry in the Logbook

Now read Story card → **6**

Logbook!

Next Chapter in the booklet.

C02 ← Make entry in the Logbook Turn the page to chapter → 

6

The captain of the Jindoo liner TR-55 breaks in: **"We've taken the liberty to initialize the linking of our com systems. The establishment of thermal monitoring also seemed opportune to us. Now, if we might make a few propositions regarding further procedures...."**

We listen to the Jindoo's usual turgid ramblings for at least 10 minutes without understanding very much before finally interrupting:

"That's all well and good, but let's talk a little less and act a little more, please. The station's power grid can't be stabilized with fine words."

The Jindoo captain splutters in indignation. But with a little help from the Diplomacy Protocols, we were able to quickly appease him.

:: End of Chapter ::

7

Keep your eyes and ears wide open so we can spot problems before they become critical.

Optical Scanner
ENHANCE SCAN

Thermal Scanner
THERMAL TRACKING

Have you finished everything? Then reveal Story card 2.

 → **7**

2

BA-BAMMM
Crap, a relay's blown up in our sector. Quick, plug the hole in the outer hull.

Forcefield Generator
ACTIVATE FORCE FIELD

3

What the devil! The Tasmaraq have suddenly backed off. Are they trying to run away?

Incoming broadcast from the Tasmaraq: **"The station is about to collapse! We have to steer our invaluable ship out of harm's way."**

We can't do this without the Tasmaraq. We can't allow them to leave!

Com-System
OPEN CHANNEL

THEN

Diplomacy Protocols
THREATEN

4

They answer:

"We won't die for those Akethari barbarians. We can't risk losing our precious cargo!"

Okay, I guess they don't want it any other way....

VIDEO CHECK!

Diplomacy Protocols
THREATEN

THEN

Laser
FIRE

 → **7**

 → **7**

 → **7**

**SPACESHIP
UNITY**



1

EPISODE 0

EO - 15

**SPACESHIP
UNITY**



6

EPISODE 0

EO - 14

**SPACESHIP
UNITY**



5

EPISODE 0

EO - 13

**SPACESHIP
UNITY**



4

EPISODE 0

EO - 18

**SPACESHIP
UNITY**



3

EPISODE 0

EO - 17

**SPACESHIP
UNITY**



2

EPISODE 0

EO - 16

5

We've threatened the Tasmaraq in a language they'll understand:

"The penalty for failure to provide assistance will be significantly higher than the value of your cargo."

Suddenly they seem very motivated and the station is stabilized in quick order.

Are we sure everything is ok now?
We'd better scan again....

Thermal Scanner

PERFORM SCAN

Optical Scanner

PERFORM SCAN

6

Stop the timer!

The scanners are no longer reporting any abnormalities. We look at each other in disbelief. Have we actually completed a training mission without blowing everything up? Ok, fine. The Akethari Station does look a bit battered.

But the damage was necessary in order to save it.

The Akethari report, **"IPA ship Rookie, we couldn't have done it without your help. How lucky we are to have the IPA."** Epic music swells as the IPA logo appears on the screen. We roll our eyes. Now that was laying it on a bit thick. A true Akethari would have threatened immediate retribution for the damage done. But it's understandable the IPA wants to look good at least in their training simulations. "We are seen by most as an annoying but necessary evil to maintain the Galactic Peace" probably wouldn't be a good advertising slogan for the IPA.

:: End of Chapter ::

7

Crap! Explosion after explosion is tearing the station apart. We await the explosive end of our mission. But then another ship appears and hails us: **"IPA Spaceship Rookie, this is IPA Spaceship Miracle. We've extended our shield to protect you from the debris. We'll take over from here. Relax, watch, and learn."**

The Miracle's going to fix the remaining glitches in the power grid and complete the mission for us—what's our trainer up to? In our previous training sessions, we were mercilessly allowed to fail. Why have they suddenly brought in the Miracle to provide a comfy safety net?

:: End of Chapter ::



Make entry in the Logbook

Turn the page to chapter



Make entry in the Logbook

Turn the page to chapter



1

"Unbelievable! You've managed everything without needing any help. It doesn't get any better than that. What an improvement compared to your first two days. You can be proud of yourselves. If you continue like this, you'll go down in the history books. Other recruits will follow your example."

Well, if he says so....

Naturally, we gladly accept the effusive praise. But we're still not quite sure whether we were really that good or whether the training session wasn't just a little bit easier than in the last two days. Anyway, we're still going to celebrate our success....

Continue reading in the Debriefing

2

"I see you got a little help, but you don't need to be ashamed of it. Your performance is still fantastic. With recruits like you, I see a bright future for the IPA. Feel free to be proud of yourselves!"

We're a little confused. Of course, it's always nice to hear praise like that. But it seems a bit over the top to us. Without some obvious help from the training session's programming, we would have failed miserably. Why are we being let off the hook so lightly? There's something here that's a bit suspicious....

Continue reading in the Debriefing

3

"Yes, I see. You've made acquaintance with the Miracle. And more than once it seems. But never mind. A successful mission is a successful mission. I'm sure you did your best to help save the station. And that's great! With recruits like you, the IPA looks forward to a bright future!"

What is the man talking about? Or better: What is he on? Let's be honest: we failed miserably. If we weren't in a simulator, our lifeless bodies would now be floating in the freezing cold of space. Why are we being treated with kid gloves? Strange....

Continue reading in the Debriefing

**SPACESHIP
UNITY**



7

EPISODE 0

EO - 21

**SPACESHIP
UNITY**



6

EPISODE 0

EO - 20

**SPACESHIP
UNITY**

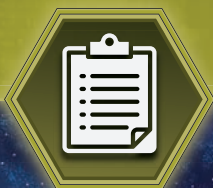


5

EPISODE 0

EO - 19

**SPACESHIP
UNITY**

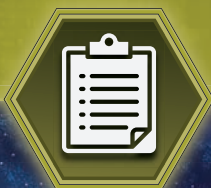


3

EPISODE 0

EO - 24

**SPACESHIP
UNITY**

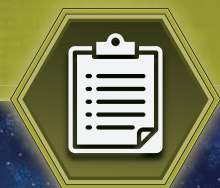


2

EPISODE 0

EO - 23

**SPACESHIP
UNITY**



1

EPISODE 0

EO - 22

Diplomacy Protocols

APPEASE

Find a clearly positive adjective (descriptive word) with at least 4 letters in one of the books.
Create a new, clearly positive sentence with this word. **Say it loud** enough, so all players can hear it.

Use a different word each time.

THREATEN

Find a clearly negative adjective (descriptive word) with at least 4 letters in one of the books.
Create a new, clearly negative sentence with this word. **Say it loud** enough, so all players can hear it.

Use a different word each time.

Com-System

Don't forget: Only perform the exact actions required by your current **Story card**.

OPEN CHANNEL

Open a messenger app and send the text below to another player or yourself:

"Please activate Com-System and open channel #1."

The text must match exactly, including special characters!

Retype the text each time! **No copy and paste!**

OPEN COVERT CHANNEL

Open a messenger app and send the text below to another player or yourself:

"Please activate transponders #12a & #13f and add a 20% noise distortion factor."

Retype the text each time! **No copy and paste!**

LINK

Think of a famous person or a character and choose 3 emojis that describe them well.

Send those emojis to another player or show them on your screen.

The other player must guess correctly based only on the 3 emojis. They only get **1 try**.

You may not give any further clues!



Failure: if the famous person or character is not guessed in 1 try.

Use a different person / character and emojis each time.



COM-SYSTEM

SMARTPHONE



DIPLOMACY PROTOCOLS

2 BOOKS



Laser

FIRE

Take the 3 pairs of socks.

Throw each of the 3 pairs of socks in **different direction at least 3 feet away from you.**

Shout **"PEW"** for each throw, which results as **"PEW, PEW, PEW."**

Leave the socks exactly where they land.

CONVERT

Throw 1 pair of socks in the air and catch them behind your back.

You are allowed 3 attempts.



Failure: If you do not catch a pair of socks in any of the 3 attempts.



Force Field Generator

ACTIVATE FORCE FIELD

Spread the towel out flat. Then place the book on the towel.

Now fold the towel around the book so that the book is no longer visible.

If the force field is already activated:

First, complete the task **DEACTIVATE FORCE FIELD** and then return to this task.

DEACTIVATE FORCE FIELD

Unfold the towel and take the book out.

Then fold the towel into a rectangle **smaller than the book.**

Place the towel on the book

None of the towel may protrude over the book's edges.

FORCE FIELD GENERATOR

DISH TOWEL

(OR ANY OTHER SMALL TOWEL OR CLOTH)

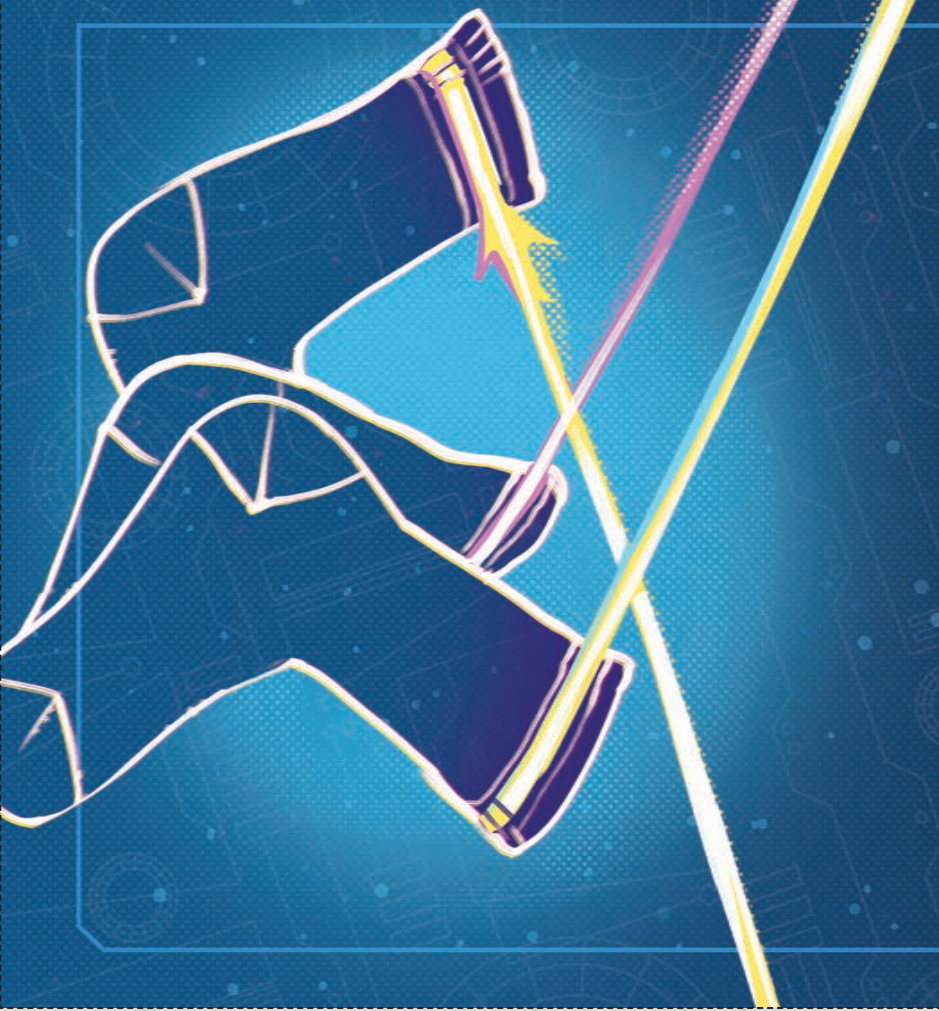
AND

1 BOOK



LASER

3 PAIRS OF SOCKS



Jump Drive

1

Welcome to your spaceship's help menu. On **SYSTEM CARDS** like this one, you will find descriptions of all the Actions available on that System. Only perform the exact actions required by your current **STORY CARD**.

2

PERFORM ACTION. Read through the entire Action first. Then explain the Action to others if multiple crew members are needed to complete it. Then perform the Action exactly as described. Finally, notify everyone when the Action is complete (for example, "Jump Drive Charged").

We put a lot of thought into formulating these actions. However, if you still aren't sure exactly what to do, perform the action in the way it makes sense to you.

3

If a chosen item proves unsuitable for carrying out the Action, you may replace it with a comparable one (for example, a dictionary with a novel).

Required number of crew members:

one  **two**  or **all** 

CHARGE

Unroll the cord completely and place it on the floor so that the cord never crosses itself.

Remember: Read through the **entire** Action before you perform it!

JUMP

ALL PLAYERS MUST SIT DOWN OR HOLD ON TO SOMETHING DURING THE JUMP PROCESS.

One player must completely roll up the cord and then shout out loud:

"Hold on! 3, 2, 1 ... space jump!"

Then **ALL PLAYERS** must make a quick jump while shouting:

"SWISH-WHOOSH-ZING".

Optical Scanner

PERFORM SCAN

Take 3 photos of different objects that all start with the same letter.

Use 3 different objects each time.

ENHANCE SCAN

Open the camera and increase the zoom to maximum.

Take a picture of any object. Open the picture and zoom in to the maximum. Now show the picture to a teammate: Without your help, they must tell you what is in the picture. **They can continue guessing until they get it right.**

Choose a different object each time.

PRECISION SCAN

Take the camera and place yourself opposite the other players.

No one, including you, may look at the screen while completing this action!

Turn on the camera, ready your finger over the shutter button, close your eyes, and stretch out your arms so the camera is pointed out in front of you. The other players must now position themselves in front of the camera and then notify you when to press the shutter.

The following 2 conditions must be met for the action to be successfully completed:

a) All of the players' **heads** must be completely visible in the photo.
b) All of the players' bodies must only be visible **from the chest up** (or higher) in the photo.



Failure: If at least 1 player's head is not completely in the picture or if at least 1 player's body is visible below the chest in the photo.



Remember: If a **PURPLE ACTION** fails, advance the Sand timer marker 1 space and repeat the Action. You must do both of these each time you fail until you have completed the Action or you are on the last space of Life Support track and fail again, which now fails the Chapter.

OPTICAL SCANNER

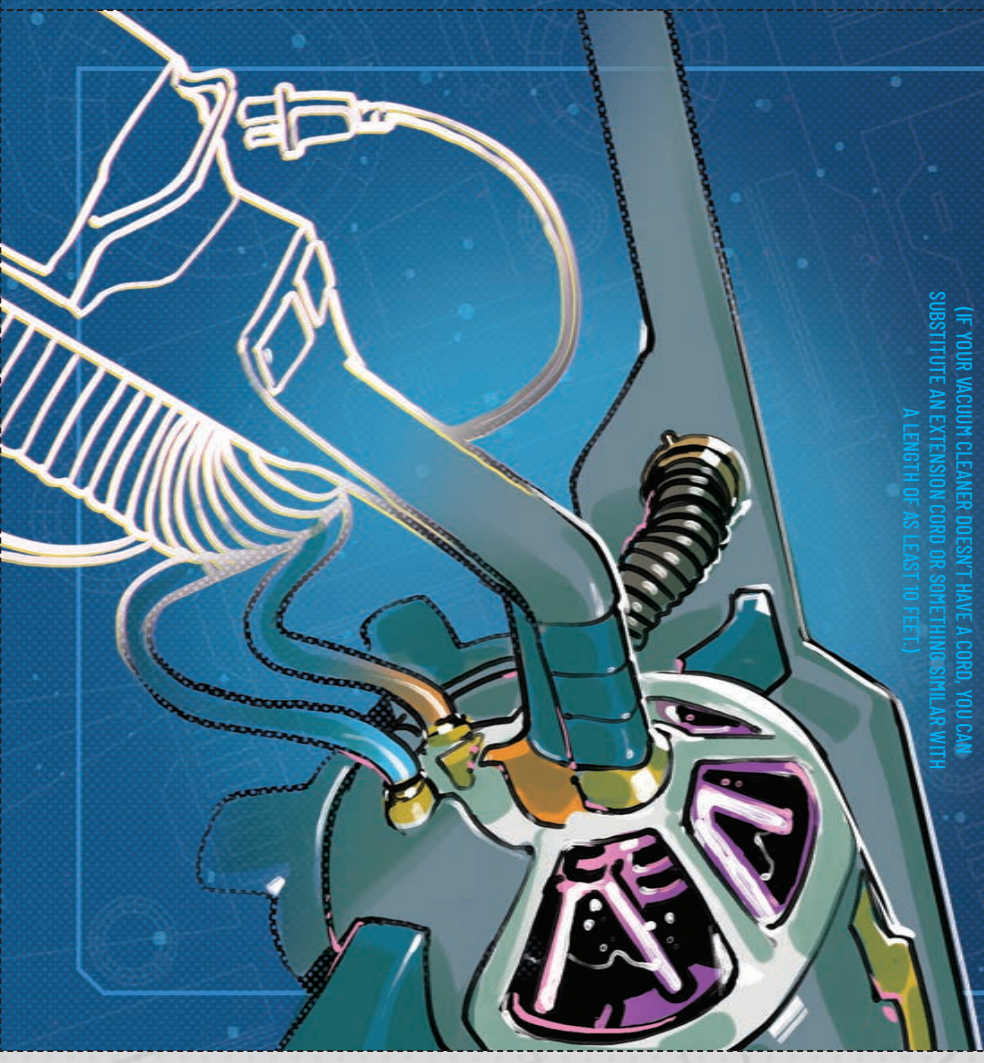
SMARTPHONE
(OR CAMERA)



JUMP DRIVE

VACUUM CLEANER WITH CORD

(IF YOUR VACUUM CLEANER DOESN'T HAVE A CORD, YOU CAN
SUBSTITUTE AN EXTENSION CORD OR SOMETHING SIMILAR WITH
A LENGTH OF AT LEAST 10 FEET.)



BACKUP SYSTEM 1

If you don't have suitable items for a System, use one of the two Backup Systems instead. To identify which System has been replaced, place the Backup System card with the actual System card. If you must perform an action for this System later, turn over both System cards. The actual System will have the correct name for the action (for example, **CHARGE**). The Actions will only be labeled with their color on the Backup System, so you will need perform the Action in the matching color on the Backup System card (for example, **GREEN ACTION**).

GREEN ACTION

Repeat the following tongue-twister 5 times without any mistakes:

"If two witches would watch two watches, which witch would watch which watch?"

Start over if there is a slip of the tongue.

RED ACTION

Repeat the following tongue-twister 5 times without any mistakes:

"Fred fed Ted bread, and Ted fed Fred bread."

Start over if there is a slip of the tongue.

Don't forget! **No practicing!**

PURPLE ACTION

Agree on a tongue twister. Each player must repeat it 3 times without any mistakes.

You have a total of 1 timer length for the whole process.

Players must **take turns**, not all at the same time. **Start over completely if someone has a slip of the tongue.**



Failure: If the timer runs out before you finish successfully.



Thermal Scanner

PERFORM SCAN

Put on the 3 articles of winter clothing as they are intended. Go to each player and give them a hug. Take the winter clothing back off.

THERMAL TRACKING

Put on 1 article of winter clothing as it is intended. Wear it for the rest of this chapter.

If anyone else must perform other tasks for this System, they can ignore the article of winter clothing you are wearing.

CONTINUOUS MONITORING

Locate the wash instructions on one of the articles of winter clothing. Memorize the **first 4 wash icons**. Put the article of clothing down.

Draw the first 4 wash icons **from memory**.



Failure: If you draw at least 1 of the wash icons incorrectly.

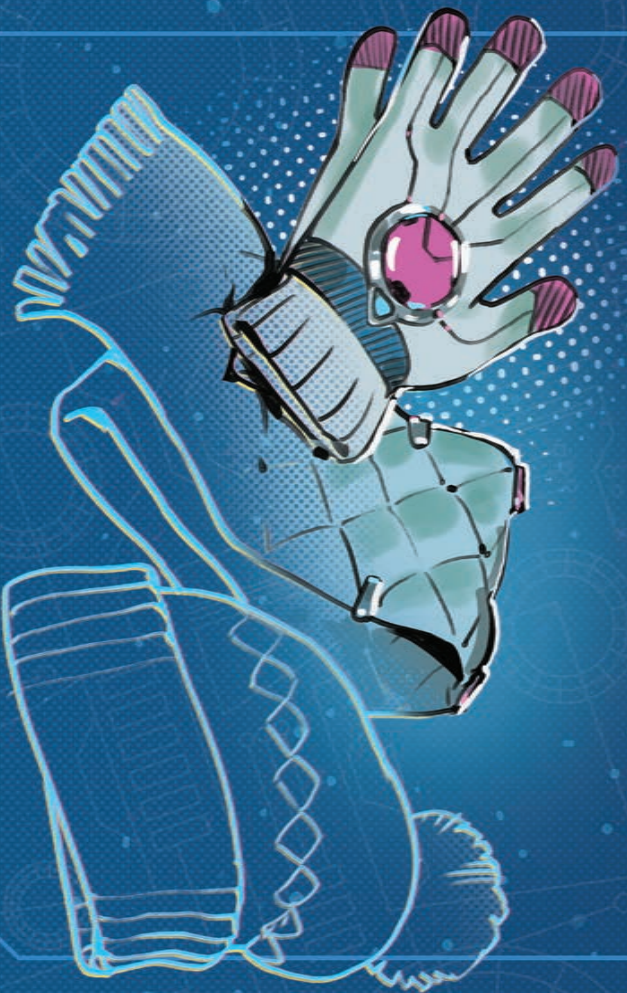
Use a different article of clothing each time.



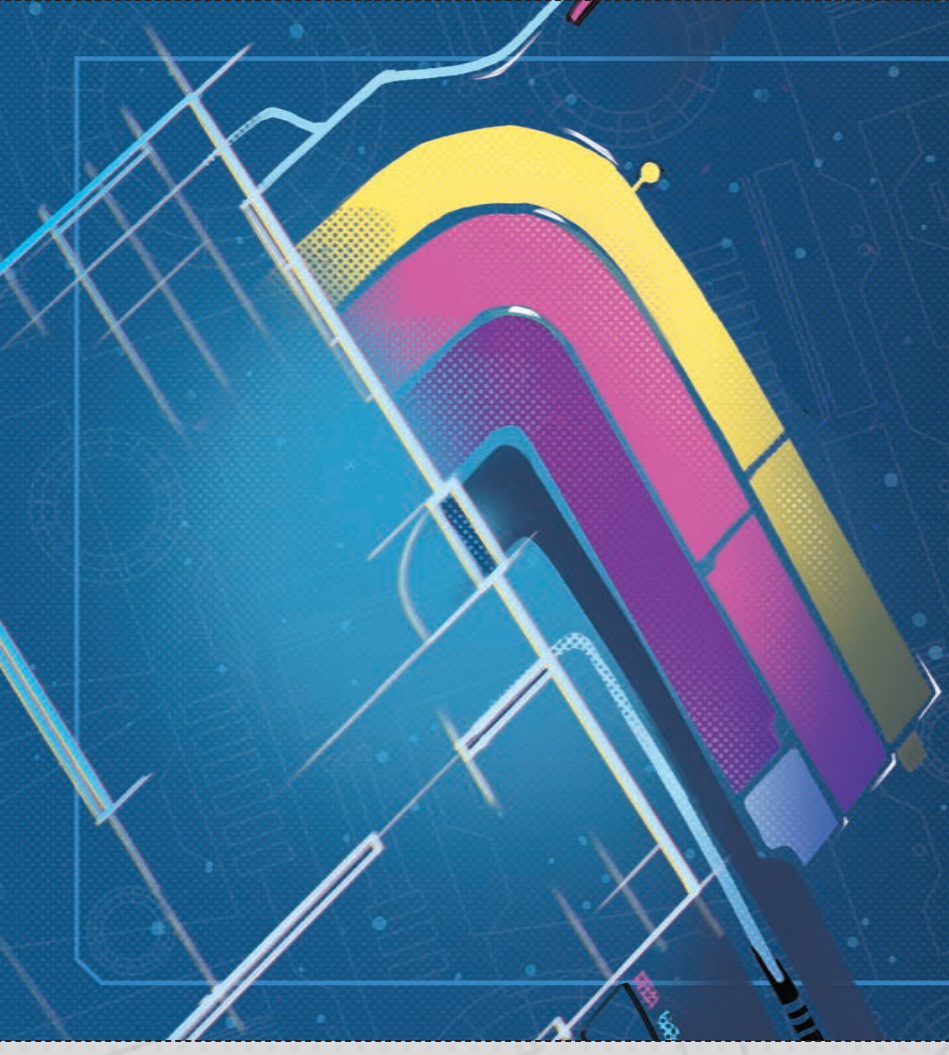
THERMAL SCANNER

3 DIFFERENT ARTICLES OF WINTER CLOTHES

(COAT, SWEATER, HAT, GLOVES, SCARF, ...)



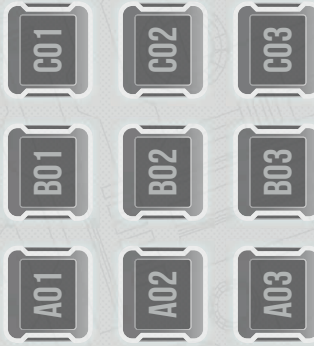
BACKUP SYSTEM 1



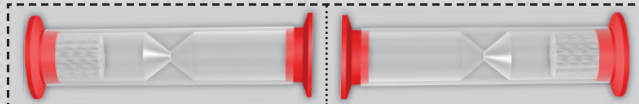
SAND TIMER MARKER & LOGBOOK

If you are asked to check off something in the Logbook, check off the appropriate box on this card.

LOGBOOK



<< FOLD



CUT HERE

CUT HERE

BACKUP SYSTEM 2

GREEN ACTION

Write down the names of 10 countries.

Use 10 new names each time.

RED ACTION

If the **GREEN ACTION** produced 10 or more country names:

Add another country name starting with the same letter for 10 of the names on your list.

If the **GREEN ACTION** hasn't been performed yet:

Write down the names of 5 countries. Then add another country that begins with the same letter for each country.

Each country may be used only once.

PURPLE ACTION

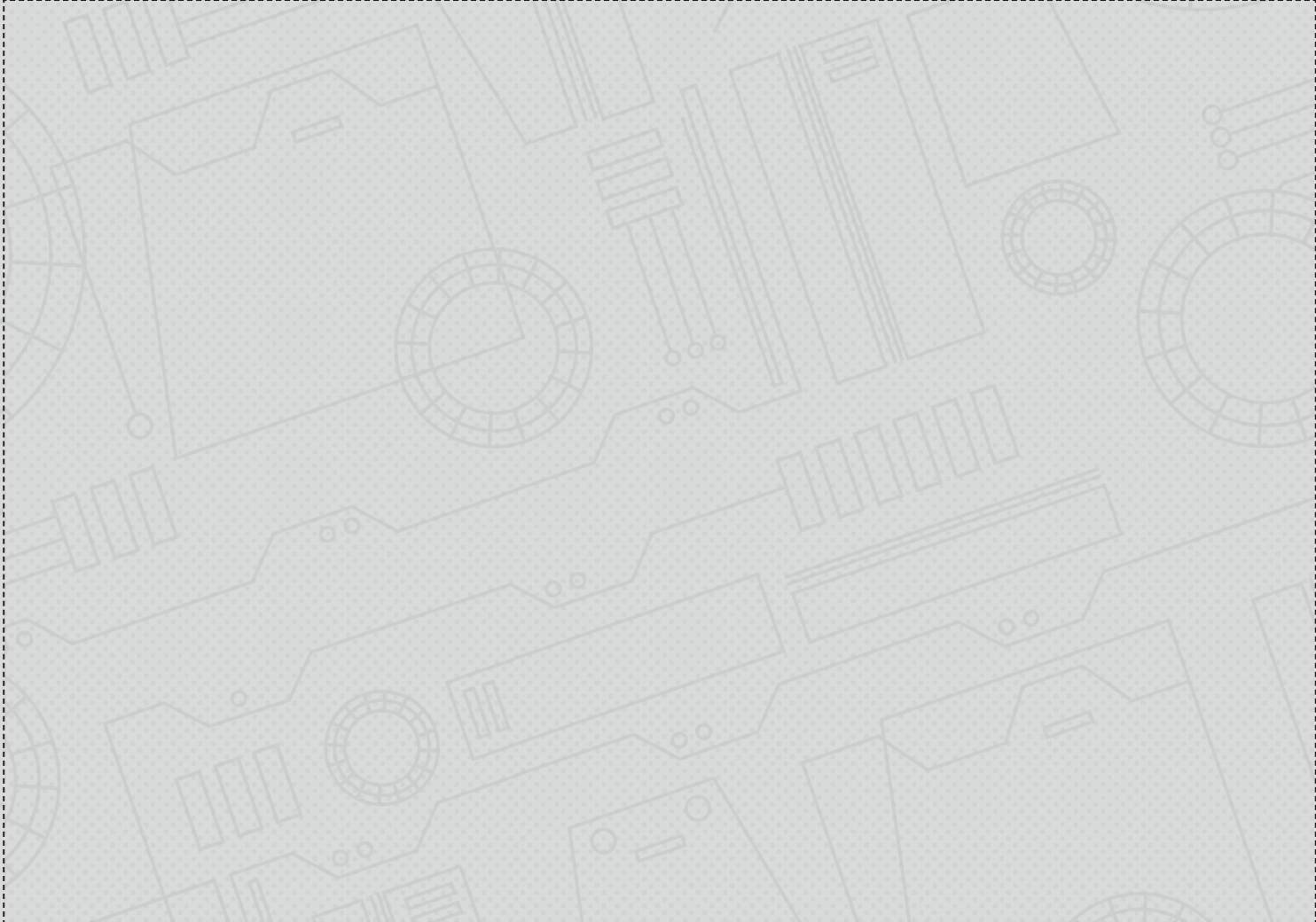
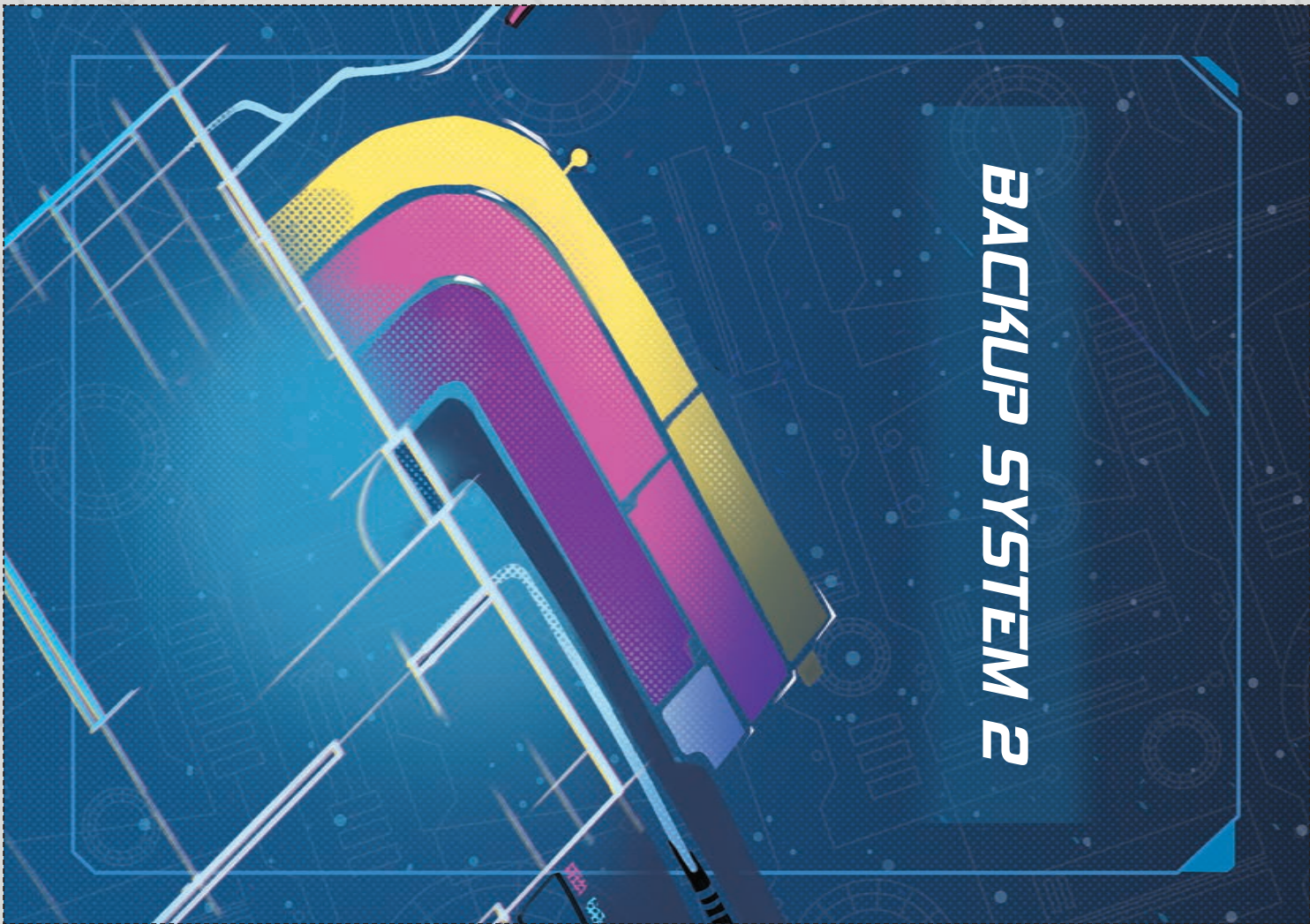
Each player writes down a number of country names (10 each for 2 players, 7 each for 3 players, 5 each for 4 players). You may not talk or look at anyone else's list until everyone is done. Then read all of the country names. A maximum of 2 countries may appear more than once.



Failure: If more than 2 countries appear more than once.



BACKUP SYSTEM 2



LIFE SUPPORT



Com-System

*Diplomacy
Protocols*

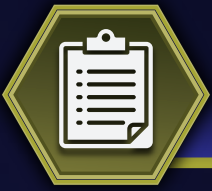
*Force Field
Generator*

Laser

*Optical
Scanner*

*Thermal
Scanner*





DEBRIEFING

1

You are now in **DEBRIEFING**. Your performance will be evaluated now. Just follow the arrows and read the boxes and the corresponding Story cards one by one. Only read the cards you are asked to read.

DEBRIEFING

Our instructor is in even a better mood now than before the training.

"Recruits! It was a pleasure watching you! I'm thrilled! The IPA needs people like you! But let's get to a more detailed analysis of your performance."

How many spaces are checked off in columns B and C in the Logbook?

2

Check which of the 3 conditions applies (0 Spaces, 1-2 Spaces...)

0 SPACES

1-2 SPACES

3-4 SPACES

1

2

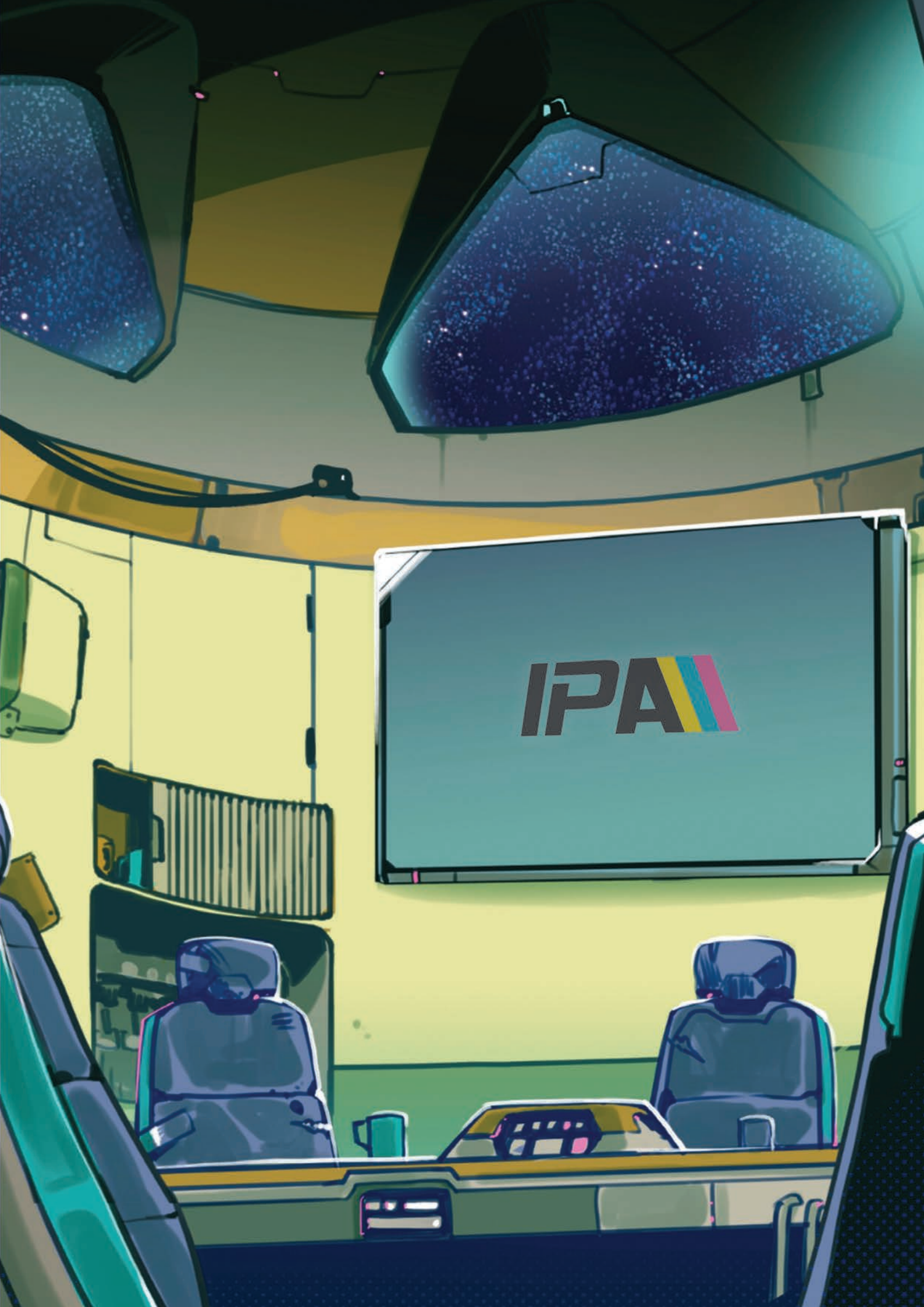
3

3

Read the appropriate DEBRIEFING card

1, 2 or 3

Please turn the page!



IPA

Still in a disgustingly good mood, the instructor turns back to us:

"Okay! I have a huge surprise for you. Are you ready?"

We nod halfheartedly. What's going on here?

"Due to your extraordinary performance, your training is complete! Tomorrow you'll embark on your first mission on the IPA Spaceship Unity! Isn't that exciting?"

The instructor grins insanely wide and jumps excitedly from one leg to the other. We look decidedly less than excited. We're more confused. Of course, it's exciting. After all, we signed up with the IPA to experience wild adventures in space. But we're being sent on real missions after only 3 days of training. Is the staff shortage at the IPA really that desperate? And is that the reason why our evaluations went so absurdly well today?

Ultimately, our questions are moot. We signed a 5-year contract with the IPA before the training started so we can't weasel our way out. And if the IPA thinks 3 days of training is enough, who knows, maybe they're right.

On the plus side: we're getting our own ship - the Unity - tomorrow! And then we take off into the infinite, cold, deadly emptiness of space. What could possibly go wrong? But hey, these are worries for tomorrow. **Today we celebrate!**

The instructor interrupts us for a moment:

"Oh yes, one more thing before you go and celebrate: You've chosen extremely interesting solutions for some situations. We'd very much like to add your videos of these moments to the IPA's database so that other recruits can benefit from them."

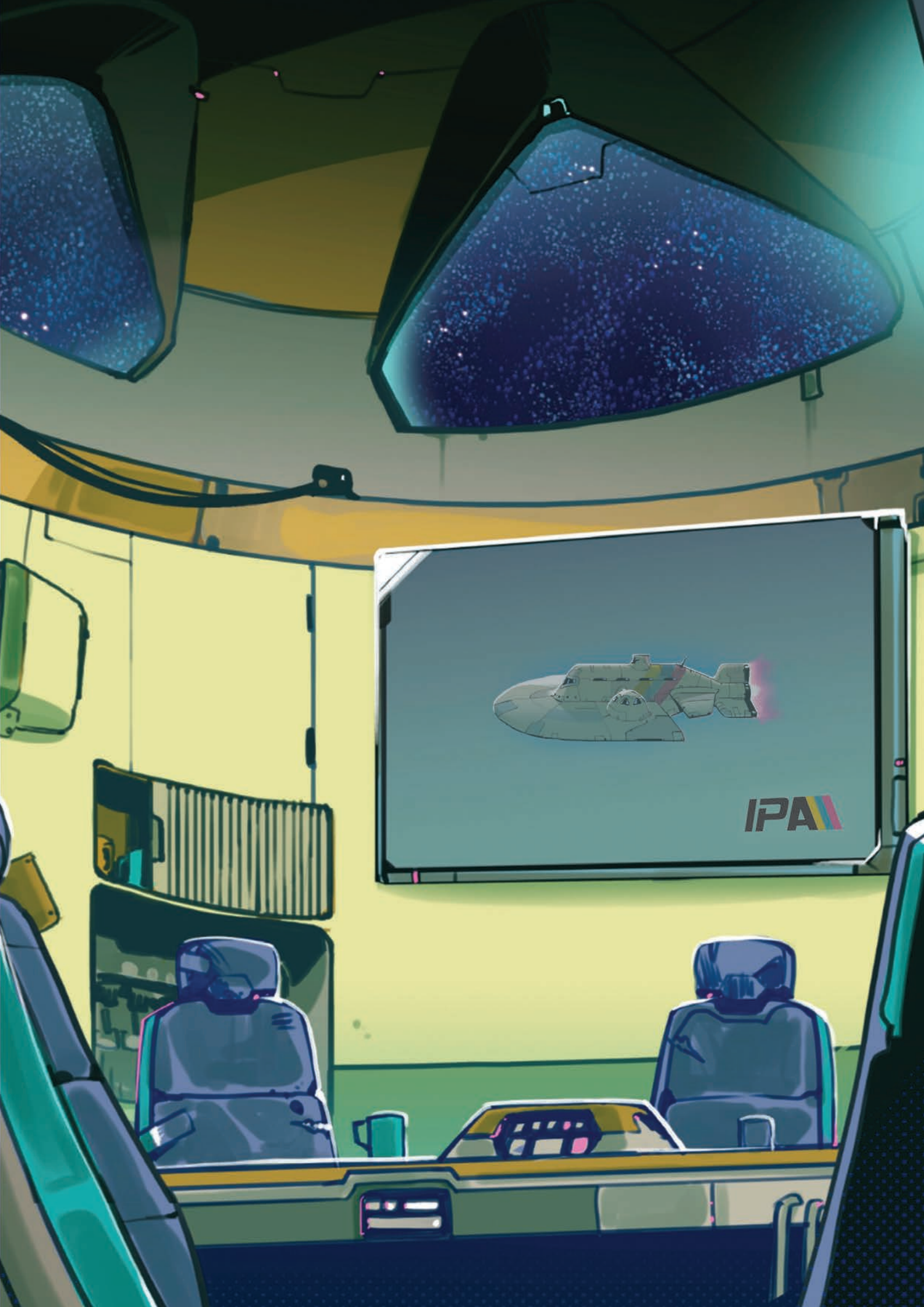
An irritated murmur fills the room, some of us roll our eyes. Is he being serious right now? The instructor looks a tiny bit insecure for a split second before excitedly continuing:

"Of course, this means your legacy will live on forever even though your career has only just begun... and might be ever so brief. Isn't that wonderful?"

Share your recordings with us on social media and help us spread the word about Spaceship Unity and the Interplanetary Alliance. You can find more information on how to do that on the next pages. We appreciate your support!

:: End of Episode 0 ::

Continue with Episode 1...





IPA SPACE ACADEMY

I AM A RECRUIT OF THE INTERPLANETARY ALLIANCE AND I AM OFFICIALLY AUTHORIZED TO FLY A SPACESHIP. #JOINTHEIPA @PEGASUSSPIELENA

This and only this is what you should reply if someone (or something) in the depth of space should ever ask you who you are and what you are doing with this piece of junk – pardon – charming spaceship. It is also your mission to share this information with other recruits.

WILL YOU HELP US?

- ▶ If you'd like to support us, please post the **passphrase** (see above) including **#JoinTheIPA** and **@PegasusspieleNA** together with a video you took during *Episode 0* on Twitter or Facebook, so everyone can see what Spaceship Unity is all about.
- ▶ **Follow** Pegasus Spiele NA on Facebook and Twitter, so you don't miss out on any exciting news or new games.



DID EVERYONE ENJOY THE TRAINING MISSION?



Then look forward to even more space madness this fall

Spaceship Unity Season 1.1

AVAILABLE OCTOBER 2022!

HERE'S WHAT AWAITS YOU:

- ▶ **Experience an epic sci-fi story** in 5 episodes (approx. 90 pages) and including 300 story cards. The game contains five episodes with several chapters that contains branching content based on your performance in the missions.
- ▶ **Get to know Spaceship Unity inside out** – you'll be able to operate the jump drive and other systems in your sleep sooner than you think, and without the need to read.
- ▶ **Stay tuned for even more systems using more of your living space!** You've been introduced to the first 7 systems, but there's a total of 39! You might turn your exhaust fan into a jet engine, or the blinds might serve as protective shields. Those and many more await you!
- ▶ **System malfunctions and injuries** will create unforeseen and fun challenges. Repair broken systems so they can be used again, perhaps while suffering from the flu, paranoia, or other ailments.
- ▶ **Secure Galactic Peace.** Grow with your responsibilities and forge an inseparable crew that will be the pride of the IPA, or perhaps of the entire galaxy.... One can hope!

COMPONENTS: 5 Episodes (each with its own Story book and numerous Story cards), 56 Injury and Malfunction cards, 2 Sand timers, 7 Markers, 1 Logbook pad, 1 Rulebook

Additional Information at: join-ipa.com



SPACESHIP UNITY

*Episode 0 is the fully playable, spoiler-free teaser for the action-packed game
Spaceship Unity by Jens Merkl and Ulrich Blum*

The Milky Way. A vast galaxy in a distant future. It is a time of upheaval and conflicts between the great space-faring civilizations. Join the fight to preserve the Galactic Peace – the Interplanetary Alliance IPA and the spaceship Unity need you!

Today is the third day of your training as fresh and bright recruits, and your instructor is already awaiting you in the training simulator TS30 for your next session. Do you have what it takes to keep the Galactic Peace and become the pride of the IPA?

Turn your apartment into a spaceship with **Spaceship Unity** – a TV series captured in a game!



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