

# FINITE SPACE MODE (FASTEST)

## STEP 1 - ASTRONAUT TRAINING

Randomly draw character cards. Role play is optional.  
Character cards are mainly for dice rolling missions.

## STEP 2 - ALL THE BUTTONS AND LEVERS (SKIP IF YOU'VE PLAYED BEFORE)

**1** - Each card contains a task. These tasks can be assigned to one crew member, two crew members, or the entire crew.

**SOLO MISSIONS** are to be completed by the crew member to the right of the drawer of the card.

**DUO MISSIONS** are missions are to be completed by the crew members to the left AND right of the drawer of the card.

The assigned crew members will be noted with ← arrows → in case you forget.

**CREW MISSIONS** are to be completed by every member of the crew.

**BORING** travel cards just move the ship without any necessary tasks.

**SPACE MADNESS** cards pass the time between necessary tasks.

**2** - Tasks that involve DICE rolling will correlate to a specific character attribute and is **EMBOLDENED** on the card. Ex : "Use your **STRENGTH...**"

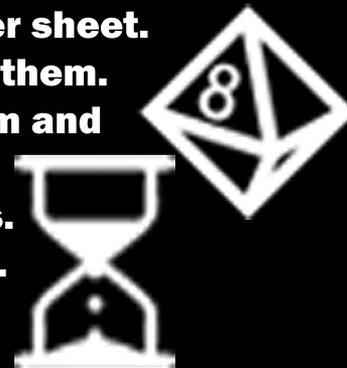
The roll required to **PASS** will be noted on your character sheet.

Tasks that require DICE rolling will have this symbol on them.

Some tasks will require you to physically complete them and those instructions will be **EMBOLDENED**.

These tasks will be timed using the provided hour glass.

Tasks that require timing will have this symbol on them.



## STEP 3 - LIFT OFF

**1** - Shuffle the deck well and leave the full deck on the playing surface. The journey begins with the oldest crew member turning over the first travel card from the pile.

**DO NOT READ THE PASS OR FAIL ON THE BOTTOM HALF OF THE CARD.**

The task on the card will be completed by the person to the right of the drawer of the card unless specified otherwise.

**2** - If the task is **PASSED** the player to their right draws the next card from the pile and reads it. Continue counterclockwise from there. The crew member that completed the task keeps the card in front of them to keep track of their **PASS REWARDS** or **FAIL CONSEQUENCES**.

**3** - If the task is **FAILED**, the drawer of the card is responsible for carrying out the consequence at the bottom of the card on the **FAILING** crew members.

**NOW PLAY!** Come back when the game seems to be coming to a close for **STEP 4**.

## (Optional) STEP 4 - THE FINAL MISSION

Once the game seems to be coming to a close, it is time to figure out who is most prepared to survive space travel.

Every crew member must roll the dice to see if they would theoretically survive the trip to **URANUS**.

Go around in a circle starting with whoever you deem as the obvious leader of the group. Each person must roll the dice.

A roll between a 4 and 8 will **PASS**.

A roll between a 1 and 3 will **FAIL**.

If you have **FAILED**, act out an epic death or nobody will remember you.

Now go and do your other fun thing you had planned.