

# COSMONAUT ROULETTE MODE (MOST DANGEROUS)

## STEP 1 - ASTRONAUT TRAINING

**1 - Randomly draw character cards and read them silently.**

**Memorize and enact your character quirks and feel free to add to them on your own.**

**2 - Pick a name for yourself that fits your character's personality and go by that name.**

**Write your character name into the provided STAFF SHEET.**

**Refer to your crew members by their character names.**

**If you use the wrong name you must drink.**

**3 - You have a unique skill set based on Intelligence, Strength, Skill, Luck and Charisma.**

**Your ratings on these attributes can be either GOOD, BAD, or MEH.**

**Certain tasks will test your individual character's skill sets via DICE rolling.**

**4 - Playing your character will only make the game more fun.**

**Leave your character card face up. If a crew member is caught failing to act on their character quirks they must drink.**

## STEP 2 - PREP THE SHIP

**1 - Once you have learned your character it is time to introduce yourself.**

**Go around in a circle and read your character bio inserting your name.**

**Read your character quirks out loud now as well.**

**2 - As a group, decide on a ship name that you will cheer to through the game.**

**Write the ship name into the provided STAFF SHEET.**

## STEP 3 - 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 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..."**

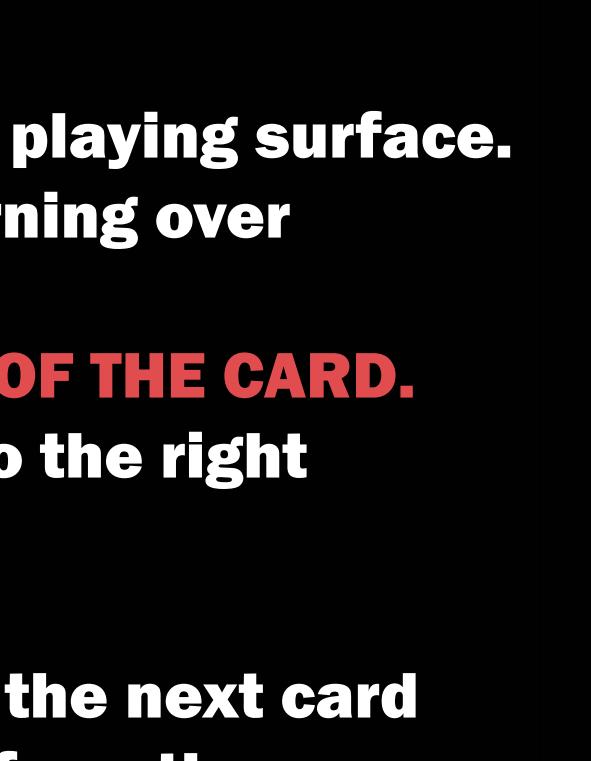
The roll required to PASS will be noted on your character sheet.

**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 4 - LIFT OFF

**1 - Shuffle the deck well and leave the full deck on the playing surface.**

**The journey begins with the youngest 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.**

This is where COSMONAUT ROULETTE kicks in.

**Enact the consequences of the FAIL on EVERY mission. Even if you PASS.**

**You may decline the consequence and take a FAIL.**

**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.**

**Note that FAIL on the provided STAFF SHEET.**

**If you FAIL the mission and do not complete the FAIL consequence, you will be credited a 2nd FAIL.**

**Everyone will be credited a FAIL on FAILED CREW MISSIONS.**

**The (2) crew members involved will be credited FAILS on FAILED DUO MISSIONS.**

**If you receive (3) FAILS, you have DIED.**

**At this point you must act out an epic death, chug your drink and exit the game.**

**While dead you may hinder the living crew members to make their missions more difficult. But you cannot touch them, considering your ghost hands.**

**While DEAD, you must chug your drink any time a player after you DIES.**

**The last crew member standing wins.**

**So don't DIE.**