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If this is your first time playing it will be easiest to complete the steps and sub steps one at a time before moving on rather than reading the whole manual.

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 - Vote on a **CAPTAIN** based off your crew member's introductions. As a group count to (3) and point to your vote. The player with the most votes is the **CAPTAIN**. No voting for yourself, assholes.

3 - Locate the **CAPTAIN CARD** in the deck and pass it to your new **CAPTAIN**. The **CAPTAIN** can make (1) rule for the ship. Ex: No swearing ... or ... Raise your hand before speaking.

4 - If the **CAPTAIN FAILS** (1) mission OR a **CREW MISSION** is **FAILED**, they lose their job as **CAPTAIN** and pass the role on to the person to their right. Upon losing their title the former **CAPTAIN** must drink heavily. The new **CAPTAIN** makes a new rule for the ship and has the option to revoke the old rule.

5 - Lastly, as a group, decide on a ship name that you will cheers to throughout the game. Write the ship name into the provided **STAFF SHEET**.

STEP 3 - CHART YOUR JOURNEY

Place the **EARTH** marker at one end of the playing surface. Place the **URANUS** marker at the opposite end of the playing surface. Shuffle the deck well and place (25) cards face down connecting **EARTH** to **URANUS**. The path doesn't have to be a straight line, just a discernible path. **EARTH** is the starting point and **URANUS** is your destination.

STEP 4 - ALL THE BUTTONS AND LEVERS

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. Move to the next card once these cards are completed and there are no negative consequences unless specified otherwise.

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. Turn over the timer once the top half of the card is read.



STEP 5 - LIFT OFF

1 - The journey begins with the **CAPTAIN** turning over the first travel card leading away from **EARTH** and reading just the top half out loud. **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 the right of the **CAPTAIN** draws the next card in the line 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 - Keep track of individual **FAILS** on the provided **STAFF SHEET**. If you accumulate (3) **FAILS** you have **DIED**. At this point you must chug your drink, die dramatically and remain in an immobile dead state. You also must drink any time the crew "pours one out" in your memory.

The **CAPTAIN** will be credited a **FAIL** on **FAILED CREW MISSIONS**.

NOW PLAY! -- Come back for **STEP 6** if you make it to **URANUS**.

STEP 6 - THE FINAL MISSION

Now that you have made it to **URANUS'** atmosphere, all you have to do is land, which is the most difficult part for story line purposes.

1 - CAPTAIN, turn over the **URANUS** marker and follow the instructions.

2 - CREW MEMBERS, the **CAPTAIN** will call you out individually for a task that you must complete by rolling the DICE. That task will have an **ATTRIBUTE** attached to it. Use your **CHARACTER CARD** to know what roll you need to **PASS**. If you **PASS**, respond to the **CAPTAIN** with an affirmative. Ex : (Captain) "Dave, engage shields" - (Dave responds) "Shields engaged."

3 - If your roll **FAILS** you have **DIED** a fiery death. Act out an epic death or nobody will remember you and you won't be in the movie made about this day.



STEP 7 - FAILED?

Did the **CAPTAIN** crash while landing the ship? Well they're **DEAD**. Yup. They're **DEAD** as fuck. Crew members with (0) **FAILS** are the only ones to drag themselves out of the wreckage. Everyone else is **DEAD**. Great job **CAPTAIN**, humanity is fucked.

STEP 7 - SUCCESS!

You made it to Uranus. Celebrate. Drink up. Everyone toast to the fallen crew members. Surviving crew members, congratulations. You are all getting laid tonight. And now that the danger has passed and everything appears to be safe, **THE FUNNY GUY** character dies abruptly by a surprise attack from a local predator. Ok. Whatever. Go on now. Party. Populate. Enjoy a brand new world.