

GEN 7

A CROSSROADS GAME

SETUP

Only for the 1st episode

Decide on a name for your ship and individual officers and record it in the **Ship's Log**. Shuffle and deal each player one **crew card**. Shuffle the relevant "**Ca**" card into the **Crossroads deck** as instructed on this card.

For each subsequent episode

Place the /♥ tracker on the /♥ track according to the current recorded value on the ship's log. Distribute each player's saved character cards including officer perks and crew card.



Give the previous episode's top officer the **officer spotlight token**.

General setup for all episodes

Place the **ship boards** in the centre of the play area so that boards with similar coloured outlines are adjacent to one another and commencing with the boards marked **Computer (blue)**, **Power (orange)** and **Biosphere (green)** divisions.



Place a **success marker** on the green system status square of each division.



Only for 3 player games: Cover every seat location with 3 pips with a **failure marker**.

If any locations have been recorded in the **Ship's Log** under **Notes**, place a marker in the first available seat of the location. If there is a quantity, cover that many seats with markers.



Place the **round marker** on the 1 position of the **round track**.



Place all players' **merit point markers** at 0 on the **Merit Track**.

Place 3 , 3 , and 3 tokens onto the **Ship's Stores** location.

From the plot book for the current episode, follow any **special setup instructions** and **episode objectives**.

Common Episode Objectives: *Personal Objectives, Officer Performance, Plot, Top Officer*

Randomly assign each player a **barracks placard**. Each player collects 1 d8 **officer** and 3 d6 **colonists dice** placing them in the **crew quarters** section of their barracks. **Exception:** *The Robotics Barracks takes 1 fewer colonist die but starts with the robot d12 die.*



Place the **hibernating crew marker** for each player into the **Recovery Room** and the respective remaining 2 colonist dice close by.

Shuffle the **crossroads, operations task, critical task, file, and schema decks** and place them on the boards allocated for them. Place the **crossroads backer card** on top of the crossroads deck.

Deal 1 **file** and 1 **schema card** to each player.

[Personal Objectives] Give each player 1 **Plan A**, 1 **Plan B** and the **corresponding barracks specific objective card**. These are kept hidden.



All players roll their **officer d8 die** and the **lowest result** gains the **operations chief badge** (1st player marker).

Draw **2x(number of players)+1 operations task cards** and in counterclockwise order starting with the last player choose 1 of the operations task cards to keep, passing the rest onwards. Continue until all players have taken **2 operations task cards**. Place the remaining card face up under the operations task deck.

From the **plot book** read the current story page aloud along with any special conditions.

GAMEPLAY

GAME ROUND

1. Critical tasks: Draw and place faceup a number of **critical task cards** corresponding to the current round and number of players.

ROUND	3 PLAYERS	4 PLAYERS
1	1 Critical Task	2 Critical Tasks
2	2 Critical Tasks	3 Critical Tasks
3+	3 Critical Tasks	4 Critical Tasks

2. Roll Crew: All players roll all the dice in the crew quarters of their barracks.

3. Player turns: Starting with the **Operations Chief (1st player)** and going clockwise players take single turns one after another until everybody **passes**.

On your turn, you must place an **unseated (unused)** die from your barracks to an **unoccupied seat** - either at a location on the ship, personal barracks or group seat - and perform the action(s) at that location. Actions in *italics* are optional.

If a die cannot be placed, an unseated crew dice from your barracks must be placed into the **Recovery Room** of the **Medical Centre**.

If you have no dice left in your crew quarters, you must **pass**.

4. Systems failure: Once all players have passed, **critical systems tasks** that have not been completed apply their **system failure effects**. Degrade their respective system status markers to the right by the indicated number of steps. If the status indicator goes to the critical position check off a box under the **Ship Log's Conditions**. For each step that it exceeds critical another box is checked off.

Use **failure markers** to cover any seats within that division that match the pips at, or to the left of, their status indicator marker.

5. Crew Retrieval: All players retrieve their **crew dice** from the **Recovery Room, ship locations and cards** and place them back into their **barracks**. **Robot dice** are placed back to the **Robotics supply** (except for the Robotics Barracks)

6. Update Status: Clear the ship of any **disabled markers**. Return the critical task row of cards faceup to the bottom of its deck.



7. End of Round: Some game effects occur at the end of the round including plot advance effects (see the episode specific information in the **plot book**). After performing these, if the current round marker is at the **final round marker**, go to the **End of Episode (scoring)**; otherwise advance the current round marker by one round and return to step 1.

GROUP SEATS



All **group seats** (typically on **critical system tasks**) have **specific dice value requirements** (see **SEATING RULES**) that must be fulfilled to seat them. They must be completed on the **same turn** and at the **same time** but you may request help from other players who may contribute **unseated** dice from their own barracks. You **must** contribute at least one die yourself.

CRITICAL TASK CARDS

To complete critical task cards, **all group seats need to be filled** (via the placement rules above) and **resource requirements met** (if present).

Contributing players may provide **resources**, play **file cards** or trigger **schema** or **officer perks** to help complete these.

Each contributing barrack will then score the point award. A barrack contributing multiple dice does **not** receive more points.

Completed critical task cards **remain complete** even if dice or resource tokens are removed from it

CROSSROADS CARDS

If **any officer dice** was placed on any seat, at the end of a player's turn (*irrespective of whose turn it was*) a **crossroads card** is drawn and read secretly by a player who did not place an officer die that turn.

If the **triggering condition** was met, the card is read aloud and options given to the triggering player (but not the effects). If not met the card is returned facedown to the bottom of the deck.

If **multiple players** are eligible for the triggering conditions (ie. multiple officers seated on the same turn) it is triggered by the player **closest to the active player in clockwise order**.

After an option has been chosen, its' effects are read, executed and the crossroads card is **removed from the game** (for the duration of the campaign).



The player with the **Officer Spotlight token** may ask for a second crossroads card to be drawn if the first card drawn does not trigger at the end of a turn when seating their officer.

BARRACKS

Each **player barracks** has:

- A **storage limit** of 15 tokens per resource type. If this is exceeded, excess tokens need to be discarded immediately. The only exception to this is when tokens are gained exceeding the limit **temporarily** and then **donated** via the respective **optional action** of the relevant divisions.
- **Crew Quarters** to house all crew dice
- **2 slots** for **schema cards**; each slot can hold **one face up** schema card and a **second face down** schema card underneath it as a **focus**
- A unique **private** seat with **special abilities**

Bioscience **Private Chem Lab**: Gain 5 **Revive (optional)**: Pay 3 to select a crew die in the **Recovery Room**, re-roll it and place it back in its barracks

Science **Data**: Gain 5 **Analyze (optional)**: Pay 3 to select one player to immediately use the File action of the **Data Center** without spending a crew die.

Engineering **Parts**: Gain 5 **Design (optional)**: Pay 3 to select one player to immediately use the Schema action of the **Manufacturing Center** without spending a crew die.

Robotics Barracks Starts with the robot crew die **Reprogram**: Retrieve a robot die that is seated or in the supply, set it to any desired value and place it in its barracks.

RESOURCES

Each resource type has **an additional use**:

DATA Before drawing any cards for the **File** or **Schema** action, you may spend up to 2 to draw the same number of additional or cards. You still **only** keep 1 card and return the rest face up to the bottom of their decks.

PART On your turn or when contributing to a group seat, you may spend 2 to adjust the value of a **robot** in your barracks or at that group seat by up to 2 (in either direction within the die's natural limits).

CHEM On your turn or when contributing to a group seat, you may spend 2 to change the value of an **officer** or **colonist** die in your barracks or at that group seat to any desired value.

CARDS

OPERATIONS TASK CARDS

You may never have more than **5 operations task cards** in your hand at any time. If a player has 5 cards, they **may not take or gain another**. Operations task cards will also include a **game effect** that triggers upon their completion.

FILE CARDS

Any number of **file cards** may be played from your hand at any time **during your turn** or **when contributing to a group seat**. Some file cards (specifically indicated) will allow you to play them on other players' turns. There is **no limit** to the number of file cards in your hand. Played file cards are returned faceup to the bottom of the file deck which is shuffled when the last file card is drawn.

SCHEMA(TICS) CARDS

Gained **schema** cards are slotted into a **player's barracks** and provide players with a **beneficial ongoing effect**, usually when a condition is met. When (**and only when**) a new **schema card** is acquired, a player can **remove any previously slotted schema cards** and **reconfigure** their schema choices.

A single **schema card** may be "**focused**" by slotting it facedown behind another schema card in the same slot. The faceup card gains **focus** and has the **focus effect** :[] replace the indicated text in **bold**.

If a player obtains a schema card that shares the **same name** as one that is already slotted in their barracks they **cannot** slot this card. Instead it may be used as a **focus**. However when schema cards **cannot** be slotted or focused **when obtained** they must be discarded faceup to the bottom of the schema deck.

PERSONAL OBJECTIVE CARDS

3 personal objective cards - **A, B and Barrack Specific**- are dealt to all players at the beginning of the episode. Once completed these may be **revealed** and **left faceup** next to a player's barracks placard for **end of episode** scoring.

SHIP LOCATIONS

SHIP STORES: Has a **limit** of **15 resource tokens of each type** that players may **donate** to (via the actions below) and use for **Critical Systems Tasks** fulfillment.

BIOSPHERE DIVISION

CHEM LAB (Primary)

CHEMS Gain tokens for your barracks based on **seat** occupied. Each other crew currently seated at the chem lab gains 1 token.

DONATE (optional) Donate 3 or 6 tokens from your barracks to the **Ship's Stores** to earn 1 or 2 **merit points** respectively. You may **not** donate if this causes the **Ship's Stores** to exceed its **resource limit**.

MEDICAL CENTER (Secondary)

SUSPENDED ANIMATION *Either*: Place your **hibernating crew marker** into the **Recovery Room** or **exchange** your **hibernating crew marker** already in the **Recovery Room** with 1 of your **colonist dice** from the **supply**.

EXPERIMENT (optional) Complete **one Medical Center operations task** paying its resource cost from your barracks.

COMPUTER DIVISION

SCIENCE LAB (Primary)

DATA Gain tokens for your barracks based on **seat** occupied. The **# symbol** represents the die value of the placed crew, and the calculation total is **rounded up**.

DONATE (optional) Donate 3 or 6 tokens from your barracks to the **Ship's Stores** to earn 1 or 2 **merit points** respectively. You may **not** donate if this causes the **Ship's Stores** to exceed its **resource limit**.

DATA CENTER (Secondary)

FILE Draw 2 cards from the **file deck** and **keep 1**. If any other effect allows you to draw additional cards, only 1 is kept from all those drawn. Discard the rest **faceup** to the bottom of file deck.

TERMINAL (optional) Complete **one Data Center operations task** paying its resource cost from your barracks.

ROBOTICS (Tertiary)

ROBOT CREW Gain your **robot crew d12 die** (see **ROBOT DICE** below) from the supply. This is **immediately rolled** and placed onto your **barracks placard**.

POWER DIVISION

RECYCLING LAB (Primary)

When **seating** a die here, it's value must be **greater than or equal to the die in the previous seat**.

PARTS Gain tokens for your barracks based on the seat occupied.

DONATE (optional) Donate 3 or 6 tokens from your barracks to the **Ship's Stores** to earn 1 or 2 **merit points**, respectively. You may **not** donate if this causes the **Ship's Stores** to exceed its **resource limit**.

MANUFACTURING CENTER (Secondary)

SCHEMA Draw 2 cards from the **schema deck** and **keep 1**. If any other effect allows you to draw additional cards, only 1 is kept from all those drawn. Discard the rest **faceup** to the bottom of schema deck.

WORKBENCH (optional) Complete **one Manufacturing Center operations task** paying its resource cost from your barracks.

OPERATIONS DIVISION

No **robot crew** can be seated in the **Operations Division** - only **colonist** or **officer** dice are allowed.

OPERATIONS CHIEF The **active player** must choose the **operations chief seat** to seat their die, gaining the **Operations Chief Badge**.

OPERATIONS MEETING *Immediately in clockwise order following the active player*, each player may contribute 1 **unseated officer** or **colonist die** once from their **barracks** to join the meeting. The player with the **highest valued crew** seated in **Operations** draws **2x (number of crew in Operations) + 1 operations task cards** from the deck and must then take **one card**. They pass the remaining cards **clockwise** to the next player **attending the meeting** who does the same and so on. On the second pass taking a card is **optional**. Remaining cards are discarded faceup to the bottom of the deck.

END OF EPISODE (SCORING)

1. RECORD MERIT Deduct any merit point penalties from **operations task cards** still in hand. **Average all players' points** and record on **Ship's Log**.

2. OFFICER REWARDS:

a) [OFFICER PERFORMANCE OBJECTIVE]

For every 25 gain 1 **Officer Star** . Award each player scoring over 50 one rank **promotion** by circling the current rank circle under your officer's name in the **Ship's log**.

Each player scoring under 50 , places a horizontal line under their current rank. If this is the **third time** doing so, gain **one rank**. Once an officer gains a new rank any underline bars on lesser ranks are **no longer considered for this rule**.

b) **[TOP OFFICER OBJECTIVE]** The player with the most earns 1 . If **tied**, the player that **reached the value first** breaks the tie. Record the Top Officer's name in the **Ship's Log**.

c) [PERSONAL OBJECTIVE CARDS]

Completed objective cards may reward .

d) **[PLOT OBJECTIVE]** If the episode is completed without incurring a **Setback Effect** (*specific to each Episode - see Plot Book*) each player receives 1 .

d) Tally up all rewards earned. Players may spend these on up to **2 Officer Perks per Episode**. You may discard **any** number of perks you own to **reduce** the cost of new perks by **half the value of the discarded perk(s) (rounded down)**. The **maximum** number of perks any player may own is **equal to their rank level** - all players start at **Rank 1 - Ensign**. You may **not** have 2 copies of the **same** perks. Any remaining are saved and recorded in the **Notes** section of the **Ship's Log** for future use.

3. STATUS INDICATORS: Players **vote** for a **ship location** within the **division of any critical system** and record it in the **Notes** section of

If this isn't the first time choosing this location, note the quantity next to its name. At the **beginning** of the following episode these locations will start with markers on their seats (see **Setup**). A location cannot be chosen if doing so would cause it to be completely filled with markers at the beginning of a game.

Should all boxes become checked, **card B9** enters play.

4. RECORD / value: Record the *current* / value Into the **Episode Log**.

5. Add Crew Relationship Cards: Add the cards listed in the **Crew Log** section of the **Ship Log** to the **Crossroads Deck** (if present). Cross off the log entries as you add the cards.

6. Prepare Next Episode: Save the **Ship Log**, **locations** and **rules cards**, each players' **officer perk(s)** and **crew cards** for the next episode (unless it is the final episode).

SEATING RULES (Examples)



Example 1: A **die value 4 or over** must be seated on the **left** and **right seat**. A **die of value 2 or lower** must be seated in the **middle**.



Example 2: The value of the die in the **right seat** must be **exactly 1 higher** than the die in the **middle** which must be **exactly 1 higher** than the die in the **left seat**.



Example 3: The dice seated here must be the **same value**.



Example 4: The **combined value** of the dice seated in the **left and middle seat** must be **lower** than the value of the die seated in the **right seat**.

OTHER RULES/ FAQ

When a card / location effect contradicts the rule-book, the card / location effect takes precedence.

CREW CARDS: The crew card that is dealt randomly at the beginning of a campaign remains with that player throughout and shares a **relationship** with that player - crossroads cards may reference this. The color of crew cards is not relevant to the actual barrack the player controls.

CRITICAL TASKS: Each **critical task card** is part of its **listed division**. They count towards crossroad cards as well as some personal objectives that describe having the most crew seated in a division.

OPERATION TASKS: **Mission threats** are not yet in play in **Episode 1** and will be revealed later. Ignore them until further information becomes available.

SCHEMA CARDS: When you acquire a schema card and need to make room for the new one you are able to rearrange **all** the remaining cards into a new configuration. **Focused cards are kept** and can even be used as a new active schema if desired.

TRADING: Players may **not** trade or gift any game elements to each other.

DECK MANAGEMENT: If the last face down card is drawn from any deck, shuffle the face up cards at the bottom to form a new deck.

When a player is instructed to **search** a deck they may search **faceup or facedown** cards after which time they will reshuffle all cards to form a new deck (turning any faceup cards, facedown first).

SEATS: The **first available seat** of a location is the seat of a location with the **fewest** number of pips that is **not already occupied** by a die or failure/disabled marker. Similarly the **last available seat** of a location is the seat with the **greatest** number of pips.

FAILURE MARKERS on seats may **not** be occupied by crew and are **NOT** removed at the **End of Episode**. **DISABLED MARKERS** on seats **ARE** removed at the **End of Episode**.

GROUP SEATS: If **multiple** players offer assistance, the active player chooses among those who will actually contribute dice to the Group Seat. At **no time** should a player place a die into a Group Seat and hope it gets filled in later.

[PLOT OBJECTIVE] The **plot advance marker** is placed during setup depending on the **current plot goal**. The **current plot goal** must be completed by the **end of that round** in order to successfully advance without a **Setback Effect**. The **Plot Book** will provide further details for the particular Episode.

OFFICER RANKS: (from lowest to highest) Ensign (1), Lieutenant (2), Lt. Commander (3), Commander (4), Captain (5)

VOTING - A **player's officer rank number** is the **number of votes cast** by that player when a vote occurs. The **Operations Chief** breaks voting ties.

MERIT - If two players gain merit at the same time (eg. during a group task) the active player will move their marker first and each player going clockwise who contributed will follow.

OFFICER PERK CARDS - If multiple people want to acquire the same perk card and there are not enough, perks should be acquired one at a time in turn order starting from the Operations Chief. Discarded perk cards are available for other players.

ERRATA

The information on the **Officer Performance Episode Objective card** is **incorrect**. **Ignore** the third paragraph regarding circling the current rank pin.

- The information under Condition (Rules Reference) is incorrect. **Do not retrieve card B1 in connection to the Condition boxes at all.**

- **Ship Log:** Under **Condition**, ignore "At the end of each episode, check off a box for each system that is at critical." Instead follow the normal **[System Failure]** step under **[Game Round]**.

- The following items have **errata**. To avoid spoilers only the titles are listed.

CARD PACK B: B6, B7
CARD PACK Cc: Cc17
CARD PACK Ce: Ce10
PLOT BOOK 7.c : 7.c.02
PLOT BOOK 7e. 7.e.03

ENVELOPE H: Location Effect, Location Seats
ENVELOPE I: Location Seats
ENVELOPE J: Location Effects
ENVELOPE K: Special Effects FAQ
ENVELOPE R: Location Effects

OFFICER PERK CARDS

Players may acquire a **maximum** of **2 Officer Perk Cards** per episode by paying the **cost** of the card in ★. Note also there is a **minimum rank requirement** to acquire some cards. The **maximum** number of perks any player may own is **equal to their rank level**. Officers may **not** have 2 copies of the **same** perk.

NAME	ABILITY	COST	RANK	
Innovator	When drawing  cards at the Manufacturing Center , draw 1 extra card at no data cost (<i>still keep only 1 card</i>)	3	1	
Investigator	When drawing  cards at the Data Center , draw 1 extra card at no data cost (<i>still keep only 1 card</i>)	3	1	
Motivator	Once per episode , you may increase the value of each colonist die in your barracks by up to 3 (<i>up to the die's natural maximum value</i>).	3	1	
Bioscientist	Gain 3 bonus  points when completing an operations task at the Medical Center	4	1	
Engineer	Gain 3 bonus  points when completing an operations task at the Manufacturing Center	4	1	
Scientist	Gain 3 bonus  points when completing an operations task at the Data Center	4	1	
Chemist	Gain 1 bonus  token when seating crew at a chem lab	4	1	
Scrapper	Gain 1 bonus  token when seating crew at a recycling lab	4	1	
Analyst	Gain 1 bonus  token when seating crew at a science lab	4	1	
Lone Wolf	When an operations meeting is called, you may take one card from the top of the operations deck <i>instead</i> of joining the meeting	5	2	
Academic	When seating your crew in the Computer Division you may alter their results by +1 or -1 (<i>within the die's natural values</i>)	5	2	
Caretaker	When seating your crew in the Biosphere Division you may alter their results by +1 or -1 (<i>within the die's natural values</i>)	5	2	
Workhorse	When seating your crew in the Power Division you may alter their results by +1 or -1 (<i>within the die's natural values</i>)	5	2	
Natural Leader	When seating your crew in the Operations Division you may add up to 2 to their result (<i>up to the die's natural maximum value</i>)	5	2	
Courageous	Gain 1 bonus  point when contributing crew toward the completion of a critical task	6	3	
Hoarder	Once per episode , gain 5  tokens	6	3	
Hacker	Once per episode , gain 5  tokens	6	3	
Smuggler	Once per episode , gain 5  tokens	6	3	
Modder	Once per episode , after you use a  card you may immediately activate the effects of that card again .	6	3	
Optimiser	Once per episode , draw up to 2 operations task cards from the top of the deck, then discard up to 2 operations task cards from your hand.	6	3	
Archivist	Once per episode , you may search the  card deck for a card of your choice . Place that card into your hand and shuffle the  card deck	8	5	
Planner	Once per episode , you may search the  card deck for a card of your choice . Slot that card and shuffle the  deck	8	5	
Medic	Once per episode , you may send up to 3 crew dice in the Recovery Room to their barracks to be rerolled for use .	8	5	
Director	Once per episode , when you seat your officer at the Data Center and perform the File action, you may instead draw 6  cards. Look at the cards and give three different players one card each of your choice , then discard the rest.	8	5	
Architect	Once per episode , when you seat your officer at the Manufacturing Center and perform the Schema action, you may instead draw 6  cards. Look at the cards and give three different players one card each of your choice , then discard the rest	8	5	
Advocate	Twice per episode , when you seat your officer at the Medical Center you may grant one player an immediate Suspended Animation action without seating a crew die .	8	5	
Overseer	Once per episode , when you contribute your officer to a group seat you may set the values of all the contributed dice to any desired values.	8	5	
Problem Solver	Once per episode , reduce the resource cost of any operations or critical task by 6 resource tokens of your choice.	8	5	
Provider	Once per episode , you may select three different players and a resource type . Each player you selected gains 3 resources of that type.	8	5	

ROUND SUMMARY

1. CRITICAL TASKS - Draw critical task cards, placing them in the critical task row.

ROUND	3 PLAYERS	4 PLAYERS
1	1 Critical Task	2 Critical Tasks
2	2 Critical Tasks	3 Critical Tasks
3+	3 Critical Tasks	4 Critical Tasks

2. ROLL CREW - All players roll crew dice in crew quarters of barracks.

3. PLAYER TURNS - In clockwise order starting with the Operations Chief, players take turns choosing a crew die to place at an unoccupied seat.

4. SYSTEM FAILURE - Critical task cards that have not been completed trigger their system failure effects, degrading the status of affected systems.

5. CREW RETRIEVAL - All players retrieve their crew dice from ship locations and cards and return all robot crew to the supply.

6. UPDATE STATUS - Seats are cleared of disabled markers and seats are covered by failure markers for divisions with degraded systems.

7. END OF ROUND - End of round effects occur, followed by end of round plot advance effects.

If this was not the final round, advance the current round marker by 1 and return to step 1.

OFFICER RECORD

NAME: _____

Assigned Crew: _____

Rank:     

Episode	1	2	3	4	5	6	7
★ saved							

Notes: