

SPACE JOURNEY!

The table-top improv game

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Introduction

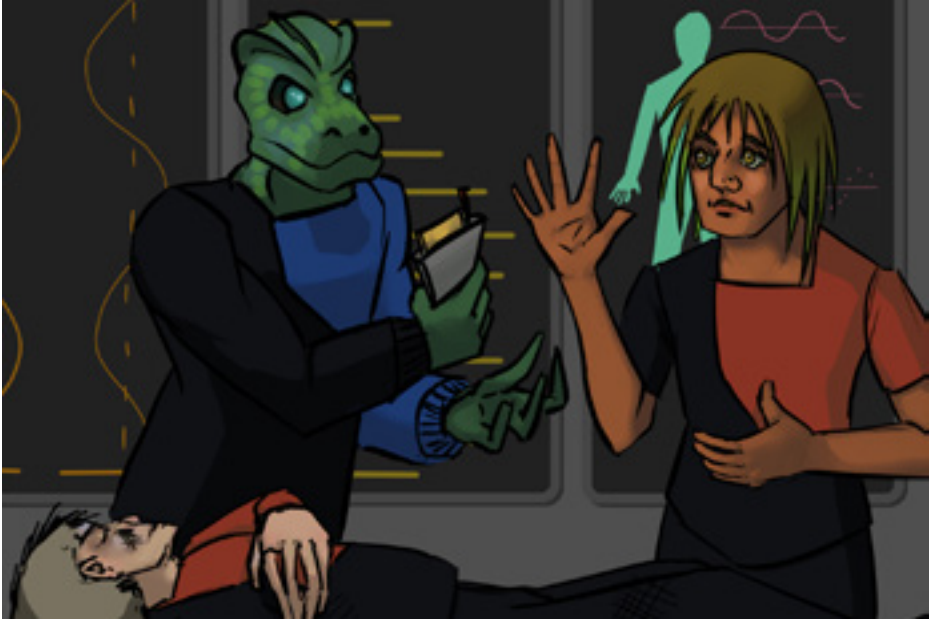
You are an actor on the hottest new Sci-Fi series, 'Space Journey!' a TV show about a space-faring crew aboard the SSU Expedition, a flagship of the Joined League of Worlds, which is not based at all on anything else in the genre.

However, the writers of the series have gone on strike and shredded their scripts! Negotiations have broken down time and again, and with only a few precious hours remaining the Producers have decided to take drastic measures.

Their plan is to scrape together what scraps of script they can find and just have the actors and director make the episode up live! Somehow you have to carry the show through to completion without losing your rabid fanbase!

Space Journey! is a table-top role-playing game where the players become the actors and director of the cult hit TV show 'Space Journey!' The Actors must play out the scene presented to them while the Director will help the actors improvise the scene by relating the scraps of script as handed down from the producers. Actors must use their characters' signature styles to overcome the tests and obstacles placed before them, and must not break character lest they ruin the episode.

Do you have what it takes to film the episode perfectly?



Game Overview

To play Space Journey! all you need is a six-sided die, three objects to act as tokens, and this guide.

It will help for the Director to have some paper in case they're worried they might forget what they've set up, and a drink or two might help get the creative juices flowing. The end of this guide has a series of cards that can be printed out to form decks to represent the script scraps. Alternatively, dice tables are provided that may be used instead.

Space Journey! was designed for up to eight Actors and one Director. The players must decide somehow who will be Director and who will play as the Captain. We suggest Rock-Paper-Scissors or a drinking contest if you're having a problem deciding.

The Captain must then pick the roles of the other two players, as the Captain is always the one to decide who heads out with them on a mission.

Each Actor will have a card with vital information about their character, such as the character's rank on the ship, an explanation of their duties, and a list of their signature moves. The character's signature **Moves** are unique to them and will determine what the Actor should act out when attempting to pass a **Test**. Actors should do their best to keep in mind their character's position and how they would be likely to respond to different situations.

It is the Director's job to help the actors create the episode by presenting them with scraps of episode concepts. The Director is also in charge of keeping the Actors on task and playing any characters that are not main characters. If an Actor is not actively in a scene, the Director may delegate the task of playing extra characters to them. If an Actor breaks character or a scene starts to get boring, it is up to the Director to bring everyone back on task using an **Also Starring** or **Obstacle** card to inject a bit of action into the proceedings. Finally, it is the Director's job to determine when a scene has ended and drawing the necessary cards for the following scene.



The game consists of three main scenes, just like the three parts of a Space Journey! episode. The three main scenes are the **Captain's Log**, **Red Alert**, and **It Turns Out**. Between scenes the Actors get a three minute "commercial break" in which they can plan the next scene. Each scene usually contains one **Test**, although sometimes the scene might call for more. The cues for each scene can be found on the cards provided with this guide. The cards are broken up into six categories: **Theme**, **Captain's Log**, **Red Alert**, **Obstacle**, **It Turns Out**, and **Also Starring**.

The Actors must combine the elements that the Director gives them to improvise the scenes throughout the episode. When a scene calls for a **Test** to be made to overcome something, it is up to the Actors to determine which player will confront the Test using one of their **Moves**.

The Actors are given three **Red Shirt Tokens** to signify those that might die in the line of duty during a dramatic portion of the episode. The actual tokens can be anything you have at hand, as the tokens are as interchangeable as the extras who play them.

The Actors lose a **Red Shirt Token** every time they fail a test. They must then act out the scene with the added stipulation of including the death of a **Red Shirt**. The **Test** is considered completed regardless of the loss of a **Red Shirt Token**.

If a die roll indicates that a **Red Shirt Token** should be lost but all of their **Red Shirt Tokens** are gone, the character failing the test dies. If all of the characters are dead, congratulations, you have filmed the **Final Episode**.

Space Journey! is a game about having fun with your friends, improvising a scene from a certain 80's & 90's Sci-Fi television show. As such, these rules are guidelines to help facilitate a bit of fun. If you find they're too strict or not strict enough, please adjust them as desired. Some will want to take more breaks, some no breaks at all. Some might want to opt out of the Final Episode being an option, others might want to make it easier to fail.

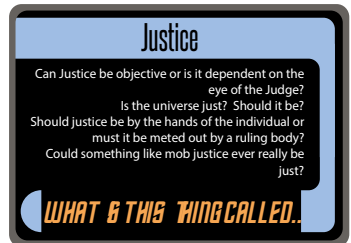
The most important thing is to have fun!



Game Terms

Theme Card

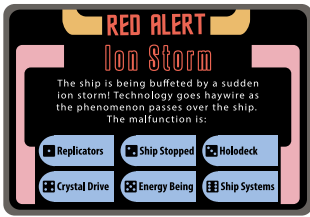
Theme cards lay out the general theme of the Space Journey! episode. Every episode has an overall theme which is usually introduced with the first scene and tied together through the whole episode. As the Actors act out the scene, they need to keep the theme in mind, making sure that the theme is used in every episode.



Captain's Log Card

Captain's Log Card cards are the first scene the Actors will find themselves in. Captain's Log Card cards tell the Actors what they are doing when the episode starts. An example Captain's Log Card card might place the Actors on shore leave on a distant planet.

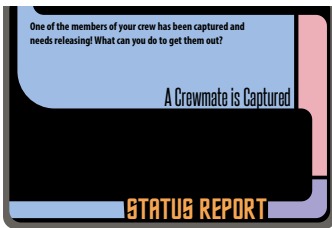




Red Alert Card

Red Alert cards reflect the scene after the **Captain's Log**. The Red Alert is the part of the episode where something unusual, unique, or challenging comes in to break the daily routine of the members of the SSU Expedition. The Red Alert al-

ways reflects something that needs a resolution, usually by having the crew react to the situation or investigate further. An example Red Alert card may alert the players to a group of Nognilk warriors shadowing the SSU Expedition.



Obstacle Card

Obstacle cards represent obstacles the crew might face while trying to navigate from one scene to another. Obstacle cards always require a **Test** to pass successfully, otherwise there are **Dire Consequences**. Obstacle cards are always drawn with the **It Turns Out** card, but can also be drawn with the **Captain's Log** and **Red Alert** cards. An example Obstacle card may have the characters surrounded by a thick, impenetrable fog.



It Turns Out Card

It Turns Out cards represent the point of the episode where the crew finds out what is wrong and attempts to solve it. It Turns Out cards always require a **Test** to pass successfully, otherwise there are

Dire Consequences. An example It Turns Out card might show the crew that the Ambassador had a terrible fish allergy.

Also Starring Card

Also Starring cards represent other characters and space-faring races the crew will come across throughout the course of the

episode. They may be friendly, happy to help out the crew, or they might very well be hostile and dangerous. Also Starring cards always require a **Test** to pass successfully, otherwise there are **Dire Consequences**. Also Starring cards can be drawn as part of either an **Captain's Log**, **Red Alert**, or **It Turns Out** card. An example



would have the people of the Nognilk taking part in a ceremony and acting aggressively.

Test

Tests are moments in the episode when the crew comes across an obstacle and use their Skills to get past it. Tests occur on every **Also Starring**, **Obstacle**, and **It Turns Out** card.

All tests need two components fulfilled to be successfully navigate: a die roll and some roleplay. The die roll is a simple 2/3 chance for success; 1-2 signifies failure, 3-6 signifies success. The Actor must then roleplay the scene, tying together how how their chosen **Move** fixes the current problem.

The Director should decide if the Actor does this successfully, but the threshold for failure should be extremely high; the Actor would essentially have to do or say nothing about what they did. So long as the action is tied to the resolution, even on a thin margin, it should be considered successful.

An example of a test would be coming across a wall covered in strange writing. The Captain might resolve this test by doing a Tuck N' Roll and, assuming a positive die roll, act out that by approaching the wall, then tucking and rolling, they broke an urn that revealed an English translation of the wall.

For failed tests see **Dire Consequences**.

Move

Each character has a set of Moves available to them. These are called signature styles. They are the iconic actions that your character is known for in the show, the thing that endears them to their legions of fans. They are also the **only** actions that you may take in order to resolve a **Test**.

During the rest of the game you are free to roleplay as you like and your character is free to take whatever actions they like. But during a **Test**, during the most intense moments of the episode, the fans would very disappointed if you did anything else. And it's all about pleasing the fans, right?

Even if you can't fathom how your signature styles could possibly apply to a given situation, you'll have to figure something out and try anyways.

Dire Consequences

Sometimes the crew runs afoul of bad luck and must suffer Dire Consequences.

Dire Consequences occur when Actors fail a **Test**. A Dire Consequence causes the Actors to lose a **Red Shirt Token** from their pool. When losing a **Red Shirt Token** on the die roll portion of a **Test** the Actor that failed the test must include the death of the Red Shirt in the scene by explaining to the Director how the **Red Shirt Token** dies.

When the Actors suffer a **Dire Consequence** and there are no more **Red Shirt Tokens** in play, the character that failed the test must act out some noble sacrifice, whether this means death, insanity or something else. Regardless of the action the player has to be removed, and watches from the sidelines. Optionally, the Director can delegate playing an NPC to these sidelined Actors. If all of the characters have been sidelined, it is considered the **Final Episode**.

Red Shirt Token

A Red Shirt Token signifies the members of the starship who would have to lay their lives down to save the others from the agony of death. The Actors start with a pool of three and lose one every time they deal with **Dire Consequences**.

Once all of the **Red Shirt Tokens** are used, every failed **Test** results in the death of a character, which must be acted out (the most fun way possible).

Losing a **Red Shirt Token** doesn't mean you have to roll again. The Actors can continue on with the scene as normal. It simply means that instead of fully succeeding, you have to act out how you succeed while also involving the death of the **Red Shirt**.



Final Episode

Turning the episode into the Final Episode is something that should be hard to achieve, but not impossible. The episode is considered the Final Episode when the players have run out of Red Shirt Tokens and every player has died, leaving nobody to continue on. The Director or Captain may want to give a final voice over to conclude the admittedly downer of an episode.



Example Gameplay

To help put this all together, here is an example of your typical Space Journey! episode, from the player's standpoint.

After picking the Director and Captain, the Captain decides who will play what character and distribute the character cards. Once done, the Director draws a **Theme** and **Captain's Log** card, reading them out and following the directions.

Any time, an **Obstacle** or an **Also Starring** card is drawn, the players will need to decide who will use one of their Moves to try and pass the **Test**. The actors will then act out the scene, including any additional cards, first by announcing where they are, and then acting out the dialog (or actions, if there's enough space).

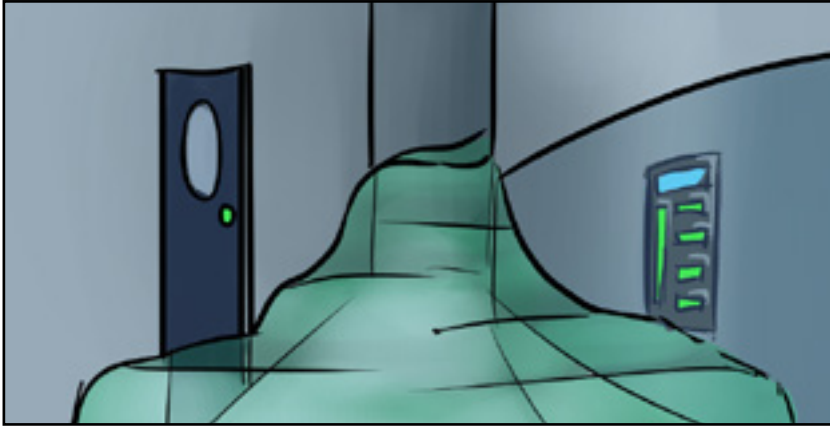
Once the Director feels like the scene has been fully explored (or the Actors have done all they're going to), they will then draw a **Red Alert** card, reading the situation to the players. The players then get a quick break (about three minutes) to discuss how they want to

get their characters from the **Captain's Log** to the **Red Alert**, then act it out in-character.

After they have acted their way to the situation and have decided how they're going to resolve the problem generated by the situation, the Director will draw an **Obstacle** card, optionally giving them a segue from where they were to where they would be for the **Obstacle**.

Once one of the players completes the obstacle's **Test**, the Director will draw the **It Turns Out** card, giving the players another break to plan how they will get from the **Obstacle** to the **It Turns Out**.

At the reveal, the players must act out how they overcome the Test, make their way back to where they started (or the SSU Expedition), and together have an in-character discussion that includes tying in the theme to what happened in the story.



Optional Game Modifications

These are some ideas that you can use to change the game to fit your party's style:

- Don't let the players have time to plan, instead opting to act their way through with no planning time. No commercials!
- Make the nigh impossible, possible! Is your crew on the bridge and they're told they must come across impassible terrain? Suddenly the floors buckle, bend, and become frictionless, forcing the players to be creative with how their skills get them by.
- Make more than one person pass the test in order to continue. If you're finding that you want more involvement, this might be a good way to make that happen. Not only do two people have to pass a test, they now have to make their acting cross in a way to make passing the test somehow plausible!
- Draw extra **Obstacle** or **Also Starring** cards. In between the **Captain's Log**, and the **Red Alert** or additionally with the **Obstacle** before the **It Turns Out**, the players must face an obstacle to overcome.
- Want to play a Final Episode? Make it a final episode, putting your characters through trials until they all perish or depart somehow!

Expanded Situations

If you're looking for more depth in your readings, here's further description on what kind of Situation you've got stuck in this time.

Strange Powers

The day starts like any other, but slowly some members of the crew come to realize that they can do something today that they couldn't do yesterday...

The power is:

1. Everyone can read each other's minds.
2. The captain has inexplicably terrible luck.
3. One of the crew realizes that they have been living the same day over and over for some reason.
4. One of the crew members realize they have become immortal when some kind of accident fails to claim their life.
5. The entire crew begins to slowly turn into something else: a different species, some kind of animal, synthetic life, or something even weirder...
6. The crew is fine, but the ship has become sentient and she is very protective of her charges...

Transdimensional Being

Drocsid, a member of a strange race of beings with near god-like power who exist beyond time and space, has appeared on the bridge of the ship. No one is really sure what they would look like in their normal form but they appear in the form of an ordinary human

They:

1. Seem to be accompanied by a mariachi band and are danc-

1. Seem to be accompanied by a mariachi band and are dancing around the Captain, positively elated about the fun you all are all about to have. The crew is going to have to party with this being and hope to come out alive.
2. Decide to show the crew what it's like to be in each other's shoes. With a snap of their fingers, a non-Captain crewmember has now switched places with the Captain and DrocSid forces them to play the new role through some kind of trouble.
3. Whisks two members of the crew away to a distant planet to learn the value of each other. They will have to survive on this hostile jungle world while the rest of the crew follow's DrocSid's cryptic messages to find the wayward officers.
4. They've had their powers stripped and have been cast out from their people and need your help to redeem them in time to save you from a crisis.
5. Has brought their rebellious child who constantly abuses his powers to have your crew teach him morality and responsibility... Or die horribly in the process.
6. Is terrified and obviously exhausted. They say they're being followed by something even more powerful and they need the crew's help to defeat it. There is no way to tell if they are lying...

Ion Storm

As you are flying through a fairly unimportant sector, the ship is buffeted with a sudden ion storm! Technology goes haywire as the phenomenon passes over the ship!

The malfunction is:

1. The replicators start spewing out a constant barrage of sludge! If they can't be fixed or replaced the ship could become

unlivable as the deluge increases, not to mention the problem with getting food....

2. The ship is brought to a dead stop. The engines seem to be functional but the storm must have shoved the ship into some kind of space sargasso!
3. At first nothing seems to be broken but soon enough an ominous banging noise seems to be coming from inside the holodeck! Have the holograms come to life?
4. The ship's crystal matrix has been completely destroyed! A new one has to be found before the backup generators fail or the life support will fail completely...
5. It turns out that Ion Storm is actually some kind of energy creature! It's latched onto the ship and plans to suck it dry of energy! Something needs to be done to remove it before the crew becomes stranded.
6. The ship's systems reboot and certain non-essential systems have become inoperable! We have life support and minimal engines but systems like shields, weapons, and universal translator have all gone offline....

Alien Starship

Suddenly off in the distance the ship's scanners pick up an alien starship! With hailing frequencies and phasers warmed up, you approach the ship.

Soon you find that the ship is:

1. An old derelict, devoid of lifesigns
2. A friendly merchant low on fuel
3. Full of refugees from a nearby system
4. Full of the remains of its previous crew

5. The first warp-capable ship! It was thought to be lost forever
6. Inhabited by a race never seen before!

Uncharted Planet

While exploring a nearby uncharted sector, you come across a planet that doesn't appear on previous reports. Scans show that it can support life!

This planet is:

1. A jungle world, full of life
2. A desert world, full of danger
3. An outpost for an alien race
4. Covered in silent cities of an ancient civilization
5. An ice planet, bitterly cold
6. Actually a giant machine!

Lost in Time

While investigating an anomaly, the ship is pulled through a quantum hole in space!

After a harrowing ride, the ship emerges to find that things aren't quite how they were...

You end up:

1. In a sector devoid of stars, but teeming with squamous life
2. In orbit above what looks like Earth circa 1999 CE
3. In orbit above what looks like Earth circa 10000 BCE
4. Back in time 3 days ago, ready to fix a past mistake
5. Staring through the viewport of an identical ship
6. 1000 years in the future when the League of Worlds is no more!

Tense Negotiations

The Captain has been asked to mediate a meeting of two diplomats from opposing races. The negotiations are stressful and tense, with paranoia on both sides.

The reality is:

1. The diplomats are in love and don't want anyone finding out
2. There is an assassin in the proceedings trying to start a war
3. A third party is planning on attacking the summit
4. It's a trap set up to kill the Captain and crew
5. It's a holodeck simulation and the crew is trapped inside
6. A bomb has been placed by someone and it's timer is running out!

Tense Negotiations

The crew discovers a massive field of space debris. It doesn't cause any significant difficulty to travel, but the scanners find something odd.

It turns out the debris:

1. Is from a single massive ship, destroyed ages ago
2. Full of cryo pods, several of which have humans from ancient earth!
3. Is full of bombs rigged to explode
4. Is the remains of a massive battle
5. Once was a planet, somehow destroyed
6. Is actually a swarm of robots, built with unknown purpose

Rude Awakening

Everything seems normal as the crew's activity winds down for the day. Everyone hits their bunks and gets some sleep, but the next morning everything is different...

You awaken to find:

1. Everyone else has been replaced with a mustachioed clone
2. That you are all in a house in ancient San Francisco
3. That you've all been taken prisoner!
4. A massive space squid attached to the ship!
5. Your superiors docked to the ship for a surprise inspection!
6. A mountain of Elbbirts has filled the ship!



Character Cards

Captain

The Captain is the first-in-command aboard the starship. In almost all instances everyone answers to them. The Captain is usually a jack-of-all trades and adept at leading and discussion.

Moves: *Tuck & Roll, Power of Seduction, Commanding Presence*

XO

The XO is the second-in-command aboard the starship. They are usually being groomed to take over one of their own. The XO usually works with the Chiefs on board to coordinate the starship, and reports back to the Captain.

Moves: *Grow A Beard, The XO Sit, Delegate Duties*

Chief Science Officer

If it's something weird and it doesn't look good, who is going to be called? The Chief Science Officer. It's their job to use their vast knowledge to explain what is going on, perform scientific tests, and to help negate the bad side-effects of the wonders of space.

Moves: *Explain With Science, Take A Sample, Scan For Information*

Chief Medical Officer

The Chief Medical Office is the leader of the medical ward. They're tasked with keeping the crew healthy, diagnosing and finding cures to strange diseases, and telling people when they need to see the Counselor.

Moves: *Treat Rare Disease, Send to Counselor, Give Universal Shot*

Chief Tactical Officer

Is it time to blow something up? Then it's time to call on the Chief Tactical Officer. They are charged with handling all aspects of the offense and defense, from raising the shields, to firing all the weapons.

Moves: *Fire All Phasers, Call Security, Intimidate*

Chief Engineer

Who is in charge of keeping the ship running? The Chief Engineer. When it comes making sure the ship holds together and the engine runs, they're the top person to speak with. They're great at improvising solutions, too!

Moves: *Construct Rudimentary Lathe, Give It All It Has, Engineer A Solution*

Chief Operations Officer

The Chief Operations Officer is in charge of manning the sensors, handling communication, and making sure the ship's computer systems run smoothly. They are called on to scan space, locate interference, and hailing other ships.

Moves: *Hail The Ship, Locate The Source, Blind With Logic*

Counselor

The Counselor's job is to talk with people when they're having problems. Or to advance the plot when the writers need something to do so. They usually offer vital information to the other members to crew as they need it.

Moves: *Advance Plot, Counsel The Crew, Judge Emotions*



GAME CARDS

OBSTACLE

| | 1 | 2 | 3 | 4 |
|---|----------------------------|-------------------------------|--------------------------------|--------------------------|
| 1 | Dense Foilage | The Natives are Shifty | A Strange Historic Battlefield | Insubordinate Youngster |
| 2 | An Unknown Language | Obey the Prime Directive | The Android is Malfunctioning | Strange Beasts Attack |
| 3 | Magnetic Interference | They Don't Speak Our Language | A Visit from "R" | A Chasm Looms Before You |
| 4 | Malfunctioning Transporter | Things Aren't What They Seem | A Crewmate is Captured | Take Me With You |
| 5 | Malfunctioning Replicator | Grob Attack! | Trapped in Caves | Quicksand! |
| 6 | Shuttle Full of Something | Nognilk Attack! | Unable To Find Location | Norg Attack! |

You've found your way before a large chasm that you must cross in order to continue!
Figure out a way to do so!

A Chasm Looms Before You

STATUS REPORT

You've come across a strange, historic battlefield.
It's so fascinating! It's so amazing! It's so historic!
How can you tear your eyes away?

A Strange Historic Battlefield

STATUS REPORT

One of the members of your crew has been captured and needs releasing! What can you do to get them out?

A Crewmate is Captured

STATUS REPORT

You're being visited by the mysterious "R", a spiteful entity who delights in nothing more than causing mischief with your crew.
Figure out a way to get rid of them.

A Visit from "R"

STATUS REPORT

You have come across a strange, unknown language that you and your civilization have never seen before!
You need to figure out what it says before you can continue!

An Unknown Language

STATUS REPORT

You find yourself surrounded by dense foliage.
You are unable to go any further until you can figure a way out of it.

Dense Foliage

STATUS REPORT

The Grob are attacking!
These cyborgs bent on consuming all species want to consume you!
Do something about it!

Grob Attack!

STATUS REPORT

The youngster on the crew seems to think they know better,
and no amount of telling them to shut up is fixing it.
Figure out a better way to straighten them out!

Insubordinate Youngster

STATUS REPORT

They're lizards!
They're mean!
They want to hurt you, and you don't know why!
Defend yourself!

Norg Attack!

STATUS REPORT

Every time someone tries to teleport somewhere,
they end up on the bridge.
This isn't right!
We have to fix this now!

Malfunctioning Transporter

STATUS REPORT

As you prepare to go back on your way, someone comes to you
wanting to join you.
Unfortunately the Main Instructions prevent you from doing so!
Explain to them why you have to leave them behind.

Take Me With You

STATUS REPORT

You go to board the shuttle and find it full of...something. What is it?
Why is it there?
How do you get rid of it?

Shuttle Full of Something

STATUS REPORT

The surrounding area has strong magnetic fields, preventing you from doing almost anything that involves electronics. How can you get through this field?

Magnetic Interference

STATUS REPORT

They're angry! They're attacking! Stop them!

Nognilk Attack!

STATUS REPORT

All of the replicators are suddenly making random things! Someone ordered a hot tea and was given a live squid! They need to be fixed right away!

Malfunctioning Replicators

STATUS REPORT

When you got to this planet, you knew you couldn't contact the natives. It's in the Main Instructions! But sometimes...sometimes they need to be broken. They're in danger, help them!

Obey the Main Instructions

STATUS REPORT

Gah! You're in quicksand! Get out!

Quicksand!

STATUS REPORT

The normally helpful and placid android is malfunctioning! Suddenly it's no longer helpful and placid! Fix it!

The Android is Malfunctioning

STATUS REPORT

You're in contact with a species who you don't understand. They want to desperately to talk with you, but you're struggling to understand how. Figure out a way to make it work!

They Don't Speak our Language!

STATUS REPORT

The natives seem good natured at first, but the longer you spend time around them you start to realize something isn't right. Find out what it is!

The Natives are Shifty

STATUS REPORT

You've somehow found yourself trapped in a series of caves. It's very scary! How do you get out?

Trapped In Caves

STATUS REPORT

You can't contact the ship, and all of your electronics are useless for some reason. You need to figure out where you're at!

Unable To Determine Location

STATUS REPORT

Your skin was crawling when you got here, and the more you're here you realize...something isn't right. Get to the bottom of this, immediately!

Things Aren't What They Seem

STATUS REPORT

You're suddenly surrounded by strange beasts that want nothing more than to enjoy your flesh and bones! Run away or defeat them!

Strange Beasts Attack!

STATUS REPORT

THEME

| | 1 | 2 | 3 |
|---|-----------------------|-----------------------------------|------------------------|
| 1 | Our Inherent Humanity | Isolation & Loneliness | The Weak Can Be Strong |
| 2 | Aliens & Otherness | Logic vs Emotion | Anger Will Consume |
| 3 | Parenthood | Love | Lies Catch Up |
| 4 | Memory & Identity | The Common Good vs The Individual | Every Dog Has Its Day |
| 5 | Justice | Finding Your Own Path | Moving On |
| 6 | Faith & Divinity | The Grass is Greener | All Grown Up |

Memory and Identity

Are you something more than your memories?
If no one remembered you, are you really you?

If your memories were false,
would that make you false as well?

Would changing one memory leave you
the same person you started as?

Who are you really?

WHAT IS THIS THING CALLED..

Isolation and Loneliness

Given that voice and mind are all any of us know,
are we ever truly not alone?

What mental monsters prey on the pack loners?
How can one avoid being alone with the vastness
of space stretching out infinitely?

Is it better to live immersed in as much life as
possible to ward away the blackness?

WHAT IS THIS THING CALLED..

Parenthood

What happens when you have parenthood thrust
upon you?

Do you sacrifice a bit of yourself to mold the
future or stunt the future to save the present?

How does this new found responsibility change
your whole world?

WHAT IS THIS THING CALLED..

Justice

Can Justice be objective or is it dependent on the
eye of the Judge?

Is the universe just? Should it be?

Should justice be by the hands of the individual or
must it be meted out by a ruling body?

Could something like mob justice ever really be
just?

WHAT IS THIS THING CALLED..

Faith and Divinity

In a universe with technological wonders, is there
room for faith in the divine?

Is science really anything more than a religion to
mathematics?

It is said that sufficiently advanced science is akin
to magic; would that make beings of greater
advancement gods to less advanced societies?

WHAT IS THIS THING CALLED..

Logic versus Emotion

In a universe of cold mathematical reason why do
we still have emotions?

Would emotions not be the source of nearly every
misunderstanding in the universe?

Would we be better off without emotions?

But what of the downtrodden and those the
system would leave behind?

Can an emotionless being truly be said to exist?

WHAT IS THIS THING CALLED..

All Grown Up

Sometimes the people you see as inferior, uneducated, or naive will suddenly grow to surprise you with their strength, knowledge, and insight. People are almost continually growing...maybe you are, too?

WHAT IS THIS THING CALLED..

Anger Will Consume

Some people spend their lives angry at something, or multiple things. More often than not this anger will consume them and make them nothing more than a being driven by hatred. Can you do your best to not let the anger take control?

WHAT IS THIS THING CALLED..

Our Inherent Humanity

What does it truly mean to be human?
What characteristics define us?
Can we really rise above our worst instincts and our troubled history to fulfill our ambitions?
Does our humanity hold us back or drive us forward?
Can other intelligent species be 'human'?

WHAT IS THIS THING CALLED..

Aliens & Otherness

Are alien species really all that different from us?
Do they think and feel the way we do?
Are our differences inherent, biological, or are they cultural?
Can we achieve equality with them?
Should we?
Are they better than us?
How do they determine identity?

WHAT IS THIS THING CALLED..

Common Good vs. Individual

Do the needs of the many really outweigh the needs of the few?
If it does, why would we treat anyone as individuals?
Can a society exist without a Common Good?
Can a person always put the Common Good above their own needs?
Should they?

WHAT IS THIS THING CALLED..

The Weak Can Be Strong

There are many people around who might be considered weak by others, unwilling to do more than write them off as people who won't make much of themselves. When their backs are against the wall or someone gives them a helping hand, though, they suddenly become stronger than you ever imagined.

WHAT IS THIS THING CALLED..

Every Dog Has It's Day

Sometimes even those who might be the lowest of the low in space find that everything goes right for them. Even the most unluckiest person has that one special day when their wishes are fulfilled and their dreams satisfied.

WHAT IS THIS THING CALLED..

Finding Your Own Path

Sometimes the Captain doesn't always know what's best. Sometimes your parents push you on the way that is wrong for you. While the Captain may have their best intentions at heart, certains times call for breaking the rules and doing it your way.

WHAT IS THIS THING CALLED..

Lies Catch Up

It's simple at first. A simple lie here, another simple lie there. Another simple lie to add on the to the first. And then a lie to explain that one. Eventually these lies begin to spiral out of control before catching up to you in a whirlwind of drama.

WHAT IS THIS THING CALLED..

Love

What kind of love is most pure: familial love or the love between mates? Why would a person love when pain is the most likely outcome? Can love be selfish or is it inherently selfless? Can love really conquer all?

WHAT IS THIS THING CALLED..

The Grass is Greener

What you have right now is so boring, isn't it? The thing that always has to be done, that person that always needs your help. Is life really greener on the other side, or are we just taking things for granted?

WHAT IS THIS THING CALLED..

Moving On

When you lose a cherished friend or loved one, it might be hard to move on. Everything you see can trigger the memory once again. What does it take to come to grips and let go? What does it take to heal?

WHAT IS THIS THING CALLED..

CAPTAIN'S LOG

| | 1 | 2 |
|---|----------------------|-------------------------|
| 1 | 3D Chess | Nostalgic Conversation |
| 2 | Medical Checkup | Secret Lovers |
| 3 | Birthday Party! | All-hands Meeting |
| 4 | Starship Maintenance | A Nognilk Ceremony |
| 5 | Unexplored Quadrant | A Play |
| 6 | Shore Leave | Fascinating Engineering |

CAPTAIN'S LOG

So far, the results are:

One of the player characters are in the medical bay for a check-up. The Doc is running the full gamut of tests and asking a lot of questions. Better safe than sorry, as they say.

- ☐ Worrying
- ☐ Impossible!
- ☐ Excellent
- ☐ Unreadable
- ☐ Just Bizarre
- ☐ You Should be Dead!

Medical Checkup

CAPTAIN'S LOG

It turns out:

The starship is parked while the engineering team runs scheduled maintenance on all the systems. It's long, hard work, and they won't be done anytime soon.

- ☐ The Thermostat's Broken
- ☐ Life Support In Overdrive
- ☐ Obvious Sabotage
- ☐ A Rare Part is Broken
- ☐ It'll be Ages 'til It's Fixed
- ☐ Ship's License Has Expired

Starship Maintenance

CAPTAIN'S LOG

The game is:

Two of the player characters are playing a complex game of 3D chess on the bridge of the Starship. They eye each other through the various planes and platforms of the board.

- ☐ Quiet & Cerebral
- ☐ Friendly & Funny
- ☐ Soooo Boring
- ☐ Filled w/ Sexual Tension
- ☐ An Exciting Battle of Wits
- ☐ Mean Spirited

3D Chess

CAPTAIN'S LOG

The party is:

It's one of the Player Character's birthday, and the crew aboard the starship are celebrating!

- ☐ A surprise!
- ☐ Small & intimate
- ☐ Big & Fun!
- ☐ A Catastrophe
- ☐ Empty, Everyone forgot.
- ☐ Boring

Birthday Party!

CAPTAIN'S LOG

The reason the crew came to be here is:

After an extended burn of the engines, the ship drops out of hyperwarp. The crew find themselves a long way from home in an unmapped quadrant.

- ☐ Navigation Accident
- ☐ Warp Drive Error
- ☐ Exploration
- ☐ Peace Negotiations
- ☐ Captain's Secret
- ☐ Someone's Behest

Crew arrive in an Unexplored Quadrant

CAPTAIN'S LOG

The world is:

After travelling the length and breadth of the galaxy; it's time the crew had some well-earned R&R. The ship docks at the nearest civilised world for an extended shore leave.

- ☐ Federation Friendly
- ☐ A Rich Resort World
- ☐ Eerily Devoid of Life
- ☐ Backwater Colony
- ☐ Crewmember's home
- ☐ Large Military Base

Shore Leave

CAPTAIN'S LOG

Talking about:

Two or more characters are sitting down, chatting about how life was way back home and all the things they miss and long for.

- Family
- Food
- Landscape
- Love
- The Small Things
- How Bad it Was

Nostalgic Conversation

CAPTAIN'S LOG

They are:

Two of the characters are secretly in love, but nobody must learn of their relationship.

- Alone in a Closet
- On the Bridge, Staring
- Confessing Love
- Holding Hands
- Reading Sappy Poems
- Giggling in Mess Hall

Secret Lovers

CAPTAIN'S LOG

The play:

The crew has decided to put on a play while they are on their way to the next destination.

- Is an interpretive dance
- Based on an historic tale
- Is a Shakesperian comedy
- Is putting crew to sleep
- Stars a group of children
- Involves Acting & Drinking

A Play

CAPTAIN'S LOG

The ceremony:

The crew has been asked to attend a Nognilk ceremony.

- Honours the fallen
- Is of a coming of age
- Is delayed due to sage
- Is a strange wedding
- Requires strange words
- Might just be for drinking

A Nognilk Ceremony

CAPTAIN'S LOG

The subject at hand is:

The crew has gathered around an experiment on the ship, a fascinating feat or quirk of engineering.

- A new type of warp device
- An improved holograph
- A strange thing on board
- Malfunctioning Scanner
- Non-lethal painful laser
- Rudimentary Android

Fascinating Engineering

CAPTAIN'S LOG

The meeting is about:

The Captain has called a meeting of all the officers. Something very important must be discussed, and be discussed now!

- Too much Holodeck time
- JLW Special Training
- Cafeteria Menu Change
- Settling Arguments
- Someone let a kid on deck
- New Redshirt aboard

All-hands Meeting

RED ALERT

| | 1 | 2 |
|---|------------------------|--------------------|
| 1 | Distress Signal | Alien Starship |
| 2 | Engine Failure | Uncharted Planet |
| 3 | Disease | Lost In Time |
| 4 | Strange Powers | Tense Negotiations |
| 5 | Transdimensional Being | Space Debris |
| 6 | Ion Storm | Rude Awakening |

RED ALERT

Alien Starship

Suddenly off in the distance the ship's scanners pick up an alien starship! With hailing frequencies and phasers warmed up, you approach the ship. The ship is:

▣ Derelict

▣ Merchant

▣ Refugees

▣ Full of Bodies

▣ Historical

▣ Novel Race

RED ALERT

Uncharted Planet

While exploring a nearby uncharted sector, you come across a planet that doesn't appear on previous reports.

Scans show that it can support life!

This planet is:

▣ Jungle

▣ Desert

▣ An Outpost

▣ Full of Ruins

▣ Ice

▣ A Machine

RED ALERT

Ion Storm

The ship is being buffeted by a sudden ion storm! Technology goes haywire as the phenomenon passes over the ship.

The malfunction is:

▣ Replicators

▣ Ship Stopped

▣ Holodeck

▣ Crystal Drive

▣ Energy Being

▣ Ship Systems

RED ALERT

Lost in Time

While investigating an anomaly, the ship is pulled through a quantum hole in space!

After a harrowing ride, the ship emerges to find that things aren't quite how they were...

You end up:

▣ No Stars

▣ Earth 1999

▣ Ancient Earth

▣ 3 Days Ago

▣ Looking at Us

▣ 1000 Years on

RED ALERT

Strange Powers

The day starts like any other, but slowly some members of the crew come to realize that they can do something today that they couldn't do yesterday...

▣ Mind reading

▣ Bad luck

▣ Groundhog

▣ Immortality

▣ Morphing

▣ Sentient AI

RED ALERT

God-Mode Being

Drocsid, a member of a strange race of beings with near god-like powers has appeared on the bridge. No-one knows their normal form, but they currently appear human. They:

▣ Are Partying

▣ Swap Bodies

▣ Kidnap Crew

▣ Are in Exile

▣ Have a Child

▣ Are Terrified

RED ALERT

Tense Negotiations

The Captain has been asked to mediate a meeting of two diplomats from opposing races. The negotiations are stressful and tense, with paranoia on both sides. The reality is:

• In Love

• Assassin

• Third Party

• It's a Trap

• Holodeck

• Bomb

RED ALERT

Space Debris

The crew discovers a massive field of space debris. It doesn't cause any significant difficulty to travel, but the scanners find something odd. It turns out the debris:

• Single Ship

• Cryo Pods

• Full of Bombs

• Giant Battle

• Was a Planet

• Robot Swarm

RED ALERT

Rude Awakening

Everything seems normal as the crew's activity winds down for the day. Everyone hits their bunks and gets some sleep, but the next morning everything is different...

You awaken to find:

• Clones

• San Francisco

• Captured

• Space Squid

• Superiors

• Elbirts

RED ALERT

Disease

A strange and infectious disease is slowly spreading across the ship's crew, making its way from one member to the next. The Medical crew is going to have to find a cure before it's too late and everyone's got it. It makes you:

• Happy Drunk

• Animalistic

• Passive Aggro

• Hallucinate

• Duplicate

• Really Hairy

RED ALERT

Engine Failure

With a dying roar the engines give out and the starship, carried on only by inertia, has become a sitting duck. Engineering is going to have their hands full with his one.

Fit it before:

• Crash Land

• Sun Explodes

• Enemy Realise

• Big Dance

• Superiors

• Cargo Pick-up

RED ALERT

Distress Signal

The ship's sensors pick up a strange distress signal. It's impossible to respond to, but it's clear that its senders need immediate help! Something about it however, seems a little off.

The Distress Signal is...

• Federation

• Ancient

• Uncharted

• Unintelligible

• Odd Space

• Frightening

ALSO STARRING

| | 1 | 2 |
|---|---------------------|------------------|
| 1 | Mother | The Ignerefs |
| 2 | Alien Diplomat | The Glass Entity |
| 3 | An Unknown Lifeform | The Nalumors |
| 4 | The Naixalat | A Shapeshifter |
| 5 | The Nognilks | The Ranybs |
| 6 | The Nacluvs | The Diozatebs |

ALSO STARRING

The lifeform is:

- Intelligent
- Covered in Slime
- Cute and Furry
- Ethereal
- Animalistic
- Gigantic



Where did it come from?
When will it go?

An Unknown Life Form

ALSO STARRING

She is:

- Very Old
- Cruel & Manipulative
- Invasive & Doting
- Quite Sick
- Very Worried
- Loving & Kind

One of the player-characters' mother. Maybe she's aboard the starship, maybe she's an illusion created by Dimension Z, maybe her vessel wrecked on the unexplored planet... whatever the case, she is your mother.

Mother

ALSO STARRING

The Alien Diplomat is:

- Corrupt
- A Paragon of Peace
- On the War Path
- Pushy & Ambitious
- Lazy & Incompetent
- Full of Prejudice

A representative of their race or planet, responsible for diplomatic relations. They will pursue the interests of their people in the best of cases, and the furthering of their own power in the worst.

Danger: They might purposefully or accidentally ruin one of your relations with another race or planet.

An Alien Diplomat

ALSO STARRING

Today they are:

- Upgrading Software
- Diverting Energy
- Stowing Away
- Seeking a partner
- Studying Software
- Running from Danger

The Ranybs are a group of people who live in binary couples their entire lives. They are mostly knowledgeable about computers.

Ranybs

ALSO STARRING

The Naixalat are:

- In Mourning
- Wanting to Trade
- In Trouble
- Visiting A Crewmember
- Exploring
- Lonely



A friendly helpful species, who love meals and stories.

The Naixalat

ALSO STARRING

It will:

- Pass through the ship
- Destroy a planet
- Cross into Leaguerspace
- Ravage Mining Colony
- Float Mindlessly
- Telepathic Assault

The Glass Entity is a dangerous thing that destroys everything it touches, and it's near the ship!

The Glass Entity

ALSO STARRING

It is:

- 🎲 Curious about the Crew
- 🎲 Stealing Energy from Core
- 🎲 Pretend to be Crew
- 🎲 Delivering an Important Message
- 🎲 Needing a Ride
- 🎲 Dying and needs Help

A Shapeshifter has found their way on board!

A Shapeshifter

ALSO STARRING

One is on the ship because:

- 🎲 Trying to Marry Crewmember
- 🎲 Help with Treaty
- 🎲 Observing Daily Life
- 🎲 Visiting Counselor
- 🎲 On the way Home
- 🎲 Wanting to see the Captain

The Diozatebs are a group of people who read other people's minds. They are usually most helpful during negotiations.

Diozatebs

ALSO STARRING

One is on the ship because:

- 🎲 Trading Weapons
- 🎲 Stealing Spouses
- 🎲 Opening Shop
- 🎲 Fencing goods
- 🎲 Threatening Ship
- 🎲 Stunned by Ship

The Ignerefs are a group of ruthless space-faring merchants who continually threaten violence as a means to drive prices down.

Ignerefs

ALSO STARRING

Today they are:

- 🎲 Studying Rare Artifact
- 🎲 Arbitrating Treaty
- 🎲 Going to Ritual
- 🎲 Chess Masters
- 🎲 Attending Lecture
- 🎲 Investigating Rumours

The Naclvus are a species of hyper-intelligent, human-like people who eschew emotions in favor of dealing in pure logic. Their scientific skills are second-to-none, and they're one of the original members of the League.

Naclvus

ALSO STARRING

Today they are:

- 🎲 Destroying Ship
- 🎲 Demanding Prisoner Release
- 🎲 Calling for Assistance
- 🎲 Flying Illegally
- 🎲 Prisoner Exchange
- 🎲 Stealing Technology

The Nalumors are the more-aggressive version of the Naclvus. They spend most of their time on their home planets in political maneuvers; the rest of the time, they are bothering the League.

Nalumors

ALSO STARRING

Today they are:

- 🎲 Picking a Fight
- 🎲 Negotiating Trade
- 🎲 Training Combat Officer
- 🎲 Escorted to Meeting
- 🎲 Investigating Heritage
- 🎲 Causing Drunken Fight

The Nognilks are a species of proud warriors who hold honor and family above all else. They are on uneasy terms with League, who continually try to bring them into the Joined League of Planets

Nognilks

IT TURNED OUT

| | 1 | 2 | 3 |
|---|-----------------|------------------------------|-------------------------|
| 1 | Ancient Aliens | It Was a Creature All Along! | It Was An Accident |
| 2 | Saboteur | It was an Ambush! | Needed Some Engineering |
| 3 | Captured! | Trapped In an Illusion! | It's An Illness |
| 4 | Mind Controlled | Distressed Ambassador | Ship Malfunction |
| 5 | Trial | There's Nothing Here! | A God-like Being |
| 6 | Cataclysm | Was A Simple Fix | A Terrible Odor |

These aliens belonged to a civilization that died out countless eons ago. They reached a technological peak far beyond our dreams, but were destroyed and forgotten by time regardless. Those that remain still hold on to some of their former power and it is terrifying.

IT TURNED OUT...

On today's episode they will:

- Pass judgment on you
- Restore their race
- Use you for entertainment
- Punish you for trespassing
- Reveal a terrible truth
- Enslave you

Ancient Aliens

Someone on the ship is sabotaging the mission for reasons unknown. It could be anyone. Cutting the power, spreading misinformation, pitting people against one another - there is nothing they wouldn't do to get their way.

IT TURNED OUT...

We know that the saboteur is:

- An Alien
- Somebody's Clone
- Very Short
- Human
- Very Strong
- Deadly & Attractive

Saboteur

The crew or one of its members is being put on trial! If they're not found innocent they will surely be put to death.

IT TURNED OUT...

They're on trial for:

- Committing a Crime
- Something Someone Else Did
- A Misunderstanding
- Their Entire Existence
- Secrets of their Past
- Dereliction of Duty

Trial

One of the player-characters was being mind-controlled this entire time! But by whom, and for what vile purpose?

IT TURNED OUT...

While under control they must:

- Embarrass Themselves
- Destroy the Starship
- Seduce the Crew
- Commit Crime
- Aid the Enemy
- Reveal their Dark Secrets

Mind Controlled

Can you feel the floor shaking? Can you hear the distant rumble of an explosion? Can you see that thing coming towards us fast? Yes, something terribly is definitely about to happen, and you're probably not in time to stop it.

IT TURNED OUT...

The:

- Sun will Explode
- Alien God Will Wake
- Planet Will Die
- Bombs Will Fall
- Plague Will Spread
- Thing will Crumbling Down

Cataclysm

Bound, dragged, tossed in a cell - you've been captured alive for some nefarious purpose!

IT TURNED OUT...

Your keepers plan to:

- Make You Fight Each Other
- Eat You
- Sell You
- Put You In a Zoo
- Make You Reveal Secrets
- Experiment On You

Captured!

It was an illness all along!
All we have to do is find the cure, and restore everyone to normal health!

IT TURNED OUT...

The cure:

- ▣ Is extracted from Plants
- ▣ Requires Centripetal Force
- ▣ Expels the Illness in Light
- ▣ Requires a Song
- ▣ Is a Decent Band, Guys
- ▣ Is a Random Object Nearby

It's An Illness

Your investigation leads you to only one conclusion:
It was all a mistake! The person who caused the accident was..

IT TURNED OUT...

They are:

- ▣ A Small Child
- ▣ Will Wheaton
- ▣ A Simple Critter
- ▣ A New Officer
- ▣ An Inebriated Elder
- ▣ Someone on the Button

It Was An Accident

Looks like there was a simple ship malfunction making us think there was a problem when there wasn't.

IT TURNED OUT...

The malfunctioning part was:

- ▣ Cracked Viewscreen
- ▣ Ship Out Of Memory
- ▣ Java Needed Updating
- ▣ Exhaust Fans Were Broken
- ▣ Misaligned Sensors
- ▣ Captain's Chair Hydraulics

Needed Some Engineering

All this time, and there's actually nothing wrong! But where did you have to go to realise this?

IT TURNED OUT...

We went to:

- ▣ A Strange Planet
- ▣ The Cargo Hold
- ▣ The Captain's Quarters
- ▣ Sickbay
- ▣ Backward-01
- ▣ A Hottub

There's Nothing Here!

All this time it was actually something pretty easy, you just had to find it!

IT TURNED OUT...

All we had to do was:

- ▣ Fix The Thermostat
- ▣ Tie Yelsew's Shoes
- ▣ Reassign The Crystal Array
- ▣ Flush The Toilet
- ▣ Fire All Weapons
- ▣ Take A Nap

Was A Simple Fix

Looks like all that needs to be done is to engineer some solution to the problem. But what? What can we do to fix it?

IT TURNED OUT...

We can:

- ▣ Hit It With A Wrench
- ▣ Replace it with Modded Parts
- ▣ Fashion A New One
- ▣ Just Take It Out
- ▣ Fuse Another Thing To It
- ▣ Eject the Warp Core

Needed Some Engineering

IT TURNED OUT...

You knew things were going too smoothly, that everything was coming along far too easily. You went along with it, hoped it was true. You should have trusted your instincts. Look at you now, knee-deep in trouble!

And they:

- 🎲 Have you Surrounded
- 🎲 Have more Weapons
- 🎲 Are Monsters!
- 🎲 Have Captured a PC
- 🎲 Are Very Attractive
- 🎲 Look Exactly Like You

It Was an Ambush!

IT TURNED OUT...

It turns out a god-like being was doing it this whole time!

This being:

- 🎲 Is Suspiciously like Steve Balmer
- 🎲 Didn't realise it was doing it
- 🎲 Was bored
- 🎲 Dimensional Curiosity
- 🎲 Is actually an Automaton
- 🎲 Is The Captain's Parent

A God like Being

IT TURNED OUT...

The borders between fantasy and reality have become blurred, and you can no longer sure of which is which. Someone or something is messing with your mind – you better find a way out before you're trapped here forever!

You keep coming across:

- 🎲 Your Childhood
- 🎲 A War you Served In
- 🎲 A Long Lost Love
- 🎲 An Amazing Party
- 🎲 Your Possible Futures
- 🎲 Black & White Slapstick

Trapped In An Illusion

IT TURNED OUT...

Who would have thought such a terrible stench could cause so many problems.

The source of this odious stench is:

- 🎲 The Captain's Bathroom
- 🎲 Matter Codenser Leak
- 🎲 Last Night's Party
- 🎲 A Hidden Slime Creature
- 🎲 Nognilk Flatulation
- 🎲 Some Imported Cheese

A Terrible Odor

IT TURNED OUT...

That smell, those strange eyes, all those tentacles... you really should have seen this coming.

You thought it was:

- 🎲 A Person
- 🎲 A Common Object
- 🎲 A Starship
- 🎲 Your Lunch
- 🎲 A Mountain
- 🎲 A Colony

It Was a Creature All Along!

IT TURNED OUT...

It turns out the Ambassador is in distress! You need to help them quickly!

They:

- 🎲 Are Allergic To Seafood
- 🎲 Can't Find Their Scepter
- 🎲 Don't Understand The Language
- 🎲 Want More Air Time
- 🎲 Are At An Impasse!
- 🎲 Are Stuck In The Watercloset

Distressed Ambassador