
ONCE MORE INTO THE VOID

We were once the heroes of this galaxy. We stood against the tide of darkness and prevailed, again and again. We were comrades, we were family. We loved each other with fierceness and bravery, certain that our hearts would never be broken.

But our family fell apart. Our shared past is full of shame, trespasses, and secrets. We parted ways, vowing to never see each other again.

And now, our greatest enemy has returned. Manipulating from the shadows, they grow stronger than ever. No one else believes the threat is real. Only the Captain has a chance at defeating this enemy, once and for all.

The Captain will have to bring the crew back together aboard what remains of a once gorgeous starship, aged from battles of long ago and years of neglect. Fixing up the ship is one thing, but can the crew go into the void once more to face the worst of odds? Can the crew trust the Captain again, who left disappointment and heartbreak in their wake?

ONCE MORE INTO THE VOID is a sci-fi **tabletop roleplaying game** about a crew facing an enemy one more time, despite the heartbreak and betrayals of the past. Play a series of **MINI-GAMES** and craft your unique, thrilling, and potentially tragic story together. Use the prompts in these mini-games to express your characters, reveal the past, and hope for a different future. **Together, you will go once more into the void and dare to be heroes again.**

ONCE MORE INTO THE VOID REFERENCE

WHAT YOU NEED

- ▶ 3-5 players
- ▶ 3-5 hours for each session of play
- ▶ A deck of **cards**, jokers removed (*for EXTENDED speed of play, use two decks!*)
- ▶ Writing materials, these **handouts**

FLOW OF PLAY

1. Establish **SAFETY TOOLS**
2. SET UP: Read **OVERVIEW** of game (page 1)
3. SET UP: Choose a **CHARACTER** to play
4. SET UP: Choose **QUICK, STANDARD, or EXTENDED** speed of play
5. SET UP: Create the **ENEMY**
6. SET UP: Play the **RECRUITMENT MONTAGE/ VIGNETTES**
7. MINI-GAMES: Play as many **MINI-GAMES** as recommended from speed of play
8. FINALE: Play the final mini-game, **ONCE MORE INTO THE VOID**

GAME SPEEDS

▶ **QUICK:** (1 SESSION, use half a deck) Start with the **QUICK VIGNETTES**. Everyone chooses **ONE MINI-GAME** to play before you end the story with the grand finale, the mini-game **ONCE MORE INTO THE VOID**.

▶ **STANDARD:** (2 SESSIONS, use one deck) Start with the **RECRUITMENT MONTAGE**. Everyone chooses **TWO MINI-GAMES** to play before you end the story with the grand finale, the mini-game **ONCE MORE INTO THE VOID**.

▶ **EXTENDED:** (3-6 SESSIONS, use two decks) Start with the **RECRUITMENT MONTAGE**. Everyone chooses at least **THREE MINI-GAMES** to play before you end the story with the grand finale, the mini-game **ONCE MORE INTO THE VOID**.

*When playing at any game speed, when your deck(s) run out of cards, play the mini-game **ONCE MORE INTO THE VOID**, and no **LOYALTY DRAW** is made.*

THE GENERAL RULE

*In any **MINI-GAME** you can always just read out what's written, verbatim. Fill in any blanks from your own imagination. You can ad lib instead, if you like. You should convey the thrust of what's written, and try not to contradict it. Either way, you can always elaborate freely.*

THE ENEMY

Heroes are only as strong as the **ENEMY** they face, the promise of tragedy only made real by what's at stake.

In a **QUICK** game make choices beforehand and present it to the other players before the game starts. In a **STANDARD** game spend only a few minutes to sketch out the basics, and jumping into play. In an **EXTENDED** game take your time and also answer the character questions on page 29.

WHO IS THE ENEMY?

Choose one or create your own:

- ▶ A horde of AI and machines that consume and leave empty
- ▶ A vanished people who returned bearing weapons of destruction
- ▶ The undead repurposed to contain the horror of space
- ▶ The remnants of a people ravaged by time and cruelty
- ▶ Clones that have learned to shapeshift and assume memories
- ▶ Former comrades who now embody the void
- ▶ A memetic virus, spreading and enslaving through music

WHAT DOES THE ENEMY WANT?

Choose one or create your own:

- ▶ Claim what is owed to them
- ▶ Continue a cycle of violence and harvest across millennia
- ▶ Make us pay for what we did
- ▶ To rebuild a broken galaxy
- ▶ Reset a broken timeline
- ▶ To make the galaxy a peaceful place, for eternity

WHAT'S AT STAKE IF WE FAIL

Choose one or create your own:

- ▶ An all-out galactic war
- ▶ Precious resources will disappear forever
- ▶ An ancient enemy will resurface
- ▶ Essential technology will become corrupted
- ▶ History and memories will be rewritten
- ▶ An apocalypse beyond our comprehension
- ▶ Our bodies and minds will be bound in servitude

THE CAPTAIN

*Play **THE CAPTAIN** if you want the **pressure** and **prestige** that comes with it, and are ready to play out a story of the long journey of **making amends** and **healing your damaged legacy**.*

You've tried leaving the stars behind, the void, all of it. After the dangers you've faced and the sacrifices you've made - your adventures left you with a broken heart. Betrayed by your beliefs, you spent years nursing your regret.

But the void calls you again, and countless worlds need to be saved. If you don't act now, we could lose it all.

You can't do it alone. You need to convince your crew to come together, one last time. They have every right to hate you, and no reason to trust you. You weren't there for them when they needed you most.

But they can't help but believe in you, even after all that you did. Will you prove they were right to trust you again, or will they die cursing your name?

CHOOSE TWO QUALITIES, ask the person on your left to choose a third.

Intimidating, stubborn, insightful, demanding, inspiring, haunted, weakened, charismatic, fiery, intoxicating, mysterious, privileged, assuming, sharp.

Give yourself a name that commands POWER and RESPECT. Choose your pronouns. Give yourself a last name, if you like.

CHOOSE TWO ASPECTS OF YOUR LOOK, ask the person on your right to choose a third.

An old uniform made to look new again, an eye patch, a cane I pretend is just for show, a charming smile that hides what I'm really thinking, a pointed look, a perpetually raised eyebrow, a booming voice, a soothing tone, layers of leather, black gloves that hide secrets, tattoos that tell a story, hair cut to make a statement, fashion of a bygone era.

NOTES:

THE VETERAN

Play **THE VETERAN** if you want the *sadness* and *joy* that comes with it, and you are ready to play out a story of the long journey of *giving yourself another chance* and *healing your damaged relationships*.

You've tried leaving behind the memories, the love, all of it. After you stood up for the Captain and fought for them, they gave up the fight and left you to clean up after them. For that and for giving up on themselves, you've never forgiven them.

But the Captain has need of you. And this is your chance to prove you still have life left in your old bones.

You are more than your bitterness and heartbreak. And though the Captain sees you for who you were at your prime, the others see a legend whose time is done.

You can't teach an old dog new tricks, but damn if you're giving up. Will you prove that you earned your reputation for good reason, or will your hidden bitterness consume you?

CHOOSE TWO QUALITIES, ask the person on your left to choose a third.

Stern, insightful, mischievous, disabled, nurturing, patient, wise, open, forgiving, critical, strict, pushy, experienced, troubled, weary.

Give yourself a name that suggests HISTORY and REGRET. Choose your pronouns.
Give yourself a last name, if you like.

CHOOSE TWO ASPECTS OF YOUR LOOK, ask the person on your right to choose a third.

An old uniform re-purposed, outdated cybernetic implants, a limp that's a comfortable part of me now, a sad smile, an easy wink, a quiet voice, an accusing tone, anachronistic fashion, battered armor that's seen better days, a wide brimmed hat, evidence of my years of service, a scar with an unbelievable story, hair that's the longest I've let it grow, a mark of my stay in prison.

NOTES:

THE REFORMED

Play **THE REFORMED** if you want the **mystery** and **prejudice** that comes with it, and you are ready to play out a story of the long journey of **killing your past** and **healing your justified anger**.

You've tried leaving behind the past, the shame, all of it. You betrayed your people and all that you stood for, for a Captain who didn't stay when you asked them to. To survive you ran and spent all these years looking over your shoulder.

But the Captain called upon you once more, and this is your chance to live up to what they saw in you. You are more than where you came from and what you look like. You can save all the worlds, but the rest of the team sees only an enemy. Despite the Captain's faith, they only see you as a harbinger of the doom that is to come.

But they still need you, for your sharp mind and unique talents. Will you prove they were right to give you a chance, or will they die because of your inevitable betrayal?

CHOOSE TWO QUALITIES, ask the person on your left to choose a third.

Calculating, merciless, intelligent, naive, yearning, guilty, strong, capable, severe, paranoid, beautiful, enigmatic, focused, pragmatic, moody.

Give yourself a name that suggests MYSTERY and COMPLEXITY. Choose your pronouns. Give yourself a last name, if you like.

CHOOSE TWO ASPECTS OF YOUR LOOK, ask the person on your right to choose a third.

An irreplaceable family heirloom, a scar that commands attention, an old photo, mismatching eyes, a weapon that doesn't work as intended, shining jewelry, a perpetual scowl, cold distant eyes, a warm smile no one sees, a musical voice, austere fashion, intimidating cybernetic implants, evidence of my years on the run, a thousand-yard stare.

NOTES:

THE BELIEVER

Play **THE BELIEVER** if you want the **faith** and **tension** that comes with it, and you are ready to play out a story of the long journey of **building your own identity** and **healing your desire to be saved**.

You've tried leaving behind the hope, the promises, all of it. You dreamed about serving the Captain and standing by their side for years. When your dream was about to come true, it was crushed by powers and forces beyond your control.

But the Captain has sought you out, and this is your chance to prove that your dream can go the distance. You are more than blind faith and naivete. You can save all the worlds, but you have to prove yourself to the rest of the team. The Captain recognizes your potential, but they only see one who is untested, undeserving, and unqualified.

But you've got what it takes, you and the Captain will shine together, no matter what. Will you prove how capable you truly are, or will the stars in your eyes blind you to the cruel fate that awaits you?

CHOOSE TWO QUALITIES, ask the person on your left to choose a third.

Kind, hopeful, friendly, generous, easy going, eager, romantic, funny, gullible, loyal, shallow, shy, awkward, resolute, tragic, disruptive, ashamed.

Give yourself a name that suggests BRIGHTNESS and YOUTH. Choose your pronouns. Give yourself a last name, if you like.

CHOOSE TWO ASPECTS OF YOUR LOOK, ask the person on your right to choose a third.

A uniform that's painfully clean, bright colored hair, holo-glasses, traditional face paint, bright make-up, pale pastel colored skin, long hair that's always getting in the way, a gift from the Captain that you wear proudly, a dark look no one else sees, nervous hands, stimming habits that help you focus, a perpetual grin, soft eyes, a sweet voice, a deceptively simple weapon.

NOTES:

THE BROKEN

Play **THE BROKEN** if you want the **pain** and **desperation** that comes with it, and you are ready to play out a story of the long journey of **facing your trauma** and **healing your self-hatred and disappointment**.

You've tried leaving behind the pain, the humiliation, all of it. You believed in the Captain the most, and in return you were left broken for it. For years, you have been burying your pain in habits that slowly kill you.

But the Captain called upon you once more, and this is your chance to make them suffer and beg for your mercy. Sure, you can save all the worlds too, maybe, but you tell yourself you're here for vengeance. Your Captain still sees your past self, shining through despite your pain. But the rest of the crew sees the real you, and how far you have fallen.

But you know that vengeance will rebirth you, that you will come through shining and whole again. Will you heal despite yourself and come through, or will you destroy yourself and the Captain as you wish?

CHOOSE TWO QUALITIES, ask the person on your left to choose a third.

Angry, sardonic, bitter, dark, cold, sarcastic, passionate, magnetic, other-worldly, determined, harrowed, gifted, alluring, attractive, wild, brooding.

Give yourself a name that suggests DARKNESS and PAIN. Choose your pronouns.
Give yourself a last name, if you like.

CHOOSE TWO ASPECTS OF YOUR LOOK, ask the person on your right to choose a third.

Intricate tattoos that cover almost every inch of skin, tattered clothing, evidence of a hard life, a wound that won't heal, a large cloak of many layers, the soft chime of soothing bells, arresting eyes, a laser glare, hair pulled up in a complicated fashion, bold colors that demand attention, boots that reach the thighs, a weapon always at the ready.

NOTES:

THE STRANGE

Play **THE STRANGE** if you want the **creativity** and **miracles** that comes with it, and you are ready to play out a story of the long journey of **defining what it means to be human** and **healing your self-doubt**.

You've tried leaving behind the people, the friendships, all of it. The Captain tried to convince you that you were as real as the rest, but you knew you were too different, too other, to ever be at home here.

But the Captain called upon you once more, and this is your chance to prove that you are a real person, that you can save all the worlds, and you are more than the weird and the strange.

Your Captain still sees you as family, a hero in the making. But the rest of the crew can't ever be the home you need.

But you want to be what the Captain sees; you want to be just as real as the rest. Will you prove that you feel and need as much as the others, or will you prove that you are too alien to be trusted?

CHOOSE TWO QUALITIES, ask the person on your left to choose a third.

Bizarre, uncanny, wise, synthetic, unique, terrifying, robotic, pure, distant, artificial, lab-grown, doppelganger, miraculous, mesmerizing, longing.

Give yourself a name that suggests THE ALIEN and MIRACLES. Choose your pronouns. Give yourself a last name, if you like.

CHOOSE TWO ASPECTS OF YOUR LOOK, ask the person on your right to choose a third.

An organic heart in a synthetic body, a miracle of engineering and ingenuity, psychic aura that changes colors, hair that moves like its underwater, glowing eyes, eerie expression, ancient clothes from another age, evidence of time travel, the signature of my maker, a permanent expression that reveals nothing, evidence of my disconnection from this reality.

NOTES:

THE BOUND

Play **THE BOUND** if you want the **challenge** and **doubt** that comes with it, and you are ready to play out a story of the long journey of **rediscovering your faith** and **healing the fear you have of yourself**.

You've tried leaving behind the doubt, the weakness, all of it. You were once a heathen who broke your code for the Captain, and you have spent the years atoning for what you did. You'll never forsake your vows again, not for the Captain or anyone else.

But the Captain called upon you once more, and this is your chance to prove that your faith will make you a mighty weapon. You can save all the worlds, and your conviction and courage will see you through. But the Captain still sees the past you, and you feel your faith wavering under their scrutiny. The rest of the crew sees through you, and how close you are to straying from the path.

But you know the price faith asks for and you're willing to pay it, all over again. Will you rise through the doubt and reawaken your soul? Or will you fall prey to your worst instincts and leave corruption and horror in your wake?

CHOOSE TWO QUALITIES, ask the person on your left to choose a third.

Compassionate, ethereal, forlorn, unyielding, formidable, truthful, zealous, vulnerable, sensitive, defiant, sorrowful, discerning, imperious.

Give yourself a name that suggests FAITH and PROMISE. Choose your pronouns.
Give yourself a last name, if you like.

CHOOSE TWO ASPECTS OF YOUR LOOK, ask the person on your right to choose a third.

Intricate robes that indicate my station, a collar that symbolizes my vows, a rigid posture from years of training, a curious pattern of speech, a psychic wound that bleeds emotions, a shield I earned from protecting others, evidence of the power I barely have under control, an unflinching gaze, scars that mark the mistakes I've made, an aura of many colors.

NOTES:

THE STEADFAST

Play **THE STEADFAST** if you want the **resentment** and **love** that comes with it, and you are ready to play out a story of the long journey of **finding your own path** and **healing your desire to prove your worth**.

You've tried leaving behind the regret, the blame, all of it. You were the only one the Captain didn't leave behind. You've stayed by their side, all these years, and kept them safe from harm and retribution. You did what no one else was strong enough to do.

But the Captain believes they need the rest of the crew, and this is your chance to prove them wrong. The Captain only needs you to save all the worlds, and your love and valor will be more than enough. But the Captain knows how much you've missed this crew, this family, and you cannot escape the warm memories and quiet heartbreak.

But the crew will have to prove themselves worthy of the Captain. Will you pull this family together again and bring out the best in each other? Or will the Captain's foolishness cost the both of you everything?

CHOOSE TWO QUALITIES, ask the person on your left to choose a third.

Tough, affectionate, aggressive, soft, poised, nurturing, witty, relentless, gentle, wounded, cloned, seductive, secretive, tenacious, heartbroken.

Give yourself a name that suggests FAITH and PROMISE. Choose your pronouns. Give yourself a last name, if you like.

CHOOSE TWO ASPECTS OF YOUR LOOK, ask the person on your right to choose a third.

Bright eyes under a dark hood, a strong body pushed to its limits, layers of fabric concealing a collection of weapons, a harness and many buckles, a weapon the Captain gave me with love, hair braided in accordance to tradition, a song that I won't sing to anyone else, a collection of trophies from my fallen enemies, evidence of my dedication to the Captain.

NOTES:

QUICK VIGNETTES

I DON'T HAVE TIME TO EXPLAIN WHY I DON'T HAVE TIME TO EXPLAIN

*When playing Once More Into The Void at quick speed, the **QUICK VIGNETTES** replace the **RECRUITMENT MONTAGE**. The vignettes create a brief moment of reconnection before the crew comes together. Once the Quick Vignettes are over, begin playing the mini-games.*

CONDUCTING THE VIGNETTE

Each player refers to their vignette section. Answer the questions freely.

THE VETERAN

THE VETERAN is at their old hideout. **CAPTAIN**, tell us what the old hideout looks like.

VETERAN, what does the **CAPTAIN** say to make you believe you still have what it takes?

VETERAN, what old weapon do you bring with you when you leave with the **CAPTAIN**?

THE REFORMED

THE REFORMED is on the run. **CAPTAIN**, tell us who is chasing down the **REFORMED**.

REFORMED, how does the **CAPTAIN** intervene to give you a moment of respite?

REFORMED, what promise does the **CAPTAIN** make to ensure you can stop running?

THE BELIEVER

THE BELIEVER is teaching at a school. **CAPTAIN**, tell us what lessons are being taught.

BELIEVER, what question does a student ask about the **CAPTAIN** that you can't answer?

BELIEVER, how do you convince the **CAPTAIN** that you're ready for the mission?

THE BROKEN

THE BROKEN is living in terrible conditions. **CAPTAIN**, tell us what they are.

BROKEN, what do you say to cut the **CAPTAIN** the deepest?

BROKEN, what does the **CAPTAIN** offer you to convince you to follow them, for now?

CONTINUED///

THE STRANGE

THE STRANGE is working at a secret laboratory. **CAPTAIN**, tell us what wonders are here.

STRANGE, how do you remind the **CAPTAIN** of how otherworldly you are?

STRANGE, what secret aren't you telling the **CAPTAIN** as you join them?

THE BOUND

THE BOUND is performing a sacred ritual. **CAPTAIN**, tell us how you become an essential part of the ritual.

BOUND, how do you remind the **CAPTAIN** what breaking your vows cost you?

BOUND, how do your feelings for the **CAPTAIN** weaken your faith?

THE STEADFAST

THE STEADFAST is showing great care for the home they share with the Captain. **CAPTAIN**, tell us how the steadfast protected you all these years.

STEADFAST, how can you tell the void and enemy are calling out to the **CAPTAIN**?

STEADFAST, what impossible promise do you force the **CAPTAIN** to make?

THE LOYALTY DRAW

At the end of the vignettes, everyone draws a card, face up.

- ▶ **BLACK:** *Loyalty is regained.* The crew member keeps the card in their hand. They describe why they want to believe in the crew.
- ▶ **RED:** *The enemy grows stronger.* The player describes a brief glimpse of the enemy and how they become more terrifying. The card is then placed face down on the enemy's pile of cards.