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# ONCE MORE INTO THE VOID

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*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.*

# ONCE MORE INTO THE VOID

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# 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

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*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**.*

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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:

# RECRUITING THE VETERAN

TEACH AN OLD DOG NEW TRICKS

**THIS RECRUITMENT MONTAGE** introduces the **VETERAN** into the story and explores what motivates them to return to the crew. Once everyone has had their Recruitment Montage, begin playing the mini-games.

This takes place in **THE CREW'S OLD HIDEOUT**.

Both the **CAPTAIN** and the **VETERAN** briefly describe the crew's old hideout, a sentence or two each.

The **CAPTAIN** asks the **VETERAN**: *How does your age and past show? Why do you look so different from what I remember?*

The **VETERAN** asks the **CAPTAIN**: *Why do you look so much older than I remember? What of the old you still shines through brightly?*

## CONDUCTING THE VISIT

The **CAPTAIN** chooses what happens **FIRST**, the **VETERAN** chooses what happens **THEN**.

The **VETERAN** chooses what happens **NEXT**, the **CAPTAIN** chooses what happens **LAST**.

Choose freely.

When two **MOMENTS** are chosen and briefly described, the visit ends.

## ENDING THE VISIT

The **CAPTAIN** asks the **VETERAN**: *What makes you still doubt me?*

The **VETERAN** asks the **CAPTAIN**: *What makes you worry for me?*

## LOYALTY DRAW

After the **CAPTAIN** recruits the **VETERAN**, both of them draw 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 other.

► **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.

## MOMENTS

### **Our old hideout looks exactly the same, as if it was frozen in time ...**

*... And one of us is trying to change something essential, and breathe new life here.*

*... And we both avoid looking at the one thing that embodies our painful past.*

*... And we fall back into the same old banter, letting down our guard.*

### **Something beautiful and broken catches our eye, demanding attention ...**

*... And we both reminisce for a moment, hiding our pain behind laughter.*

*... And one of us takes it, trying to fix it, and just makes things worse.*

*... And one of us reveals we have the other part, to make it whole and new again.*

### **An interloper breaks in, demanding justice for old hurts we both caused ...**

*... And one of us surrenders, giving up something valuable for the sake of peace.*

*... And one of us overreacts, our trauma shaping our merciless and violent actions.*

*... And one of us has a dark secret about the interloper, and uses it to make them flee.*

### **The light shifts and focuses on an old weapon that still has some years left in it ...**

*... And one of us picks up the weapon, declaring we still have what it takes.*

*... And we both reach for the weapon, and we fall into each other's arms by accident.*

*... And we both let the silence set in, we both can't say what we truly want to say.*

### **One of us can't help it, an angry demand breaks through the tension ...**

*... And we stop and stare, unable to breach the distance between us.*

*... And the other snaps back, throwing fuel into the fire, we give into our passions.*

*... And the other attempts to apologize, but it's all too little and far too late.*

### **One of us reveals that an old friend has betrayed the both of us ...**

*... And the other denies it, refusing to see the truth.*

*... And we both nod, knowing that it'll have to be us that will take them down.*

*... And the other admits it was their own doing, that they were at fault.*



# 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:

# RECRUITING THE REFORMED

IS IT TIME TO FINALLY STOP RUNNING?

**THIS RECRUITMENT MONTAGE** introduces the **REFORMED** into the story and explores what motivates them to return to the crew. Once everyone has had their Recruitment Montage, begin playing the mini-games.

This takes place **WHILE THE REFORMED IS BEING HUNTED**.

Both the **CAPTAIN** and the **REFORMED** briefly describe the nature of the chase, a sentence or two each.

The **CAPTAIN** asks the **REFORMED**: *Who are you running away from? How do I help you find reprieve?*

The **REFORMED** asks the **CAPTAIN**: *How have my years of running haunted me? How am I still beautiful?*

## CONDUCTING THE HUNT

The **CAPTAIN** chooses what happens **FIRST**, the **REFORMED** chooses what happens **THEN**.

The **REFORMED** chooses what happens **NEXT**, the **CAPTAIN** chooses what happens **LAST**.

Choose freely.

When two **MOMENTS** are chosen and briefly described, the hunt ends.

## ENDING THE HUNT

The **CAPTAIN** asks the **REFORMED**: *What will make you betray me?*

The **REFORMED** asks the **CAPTAIN**: *What makes you trust me anyway?*

### LOYALTY DRAW

After the **CAPTAIN** recruits the **REFORMED**, both of them draw 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 other.

► **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.

## MOMENTS

### **Our hunters have found us again, and they crash through violently ...**

*... And I trust you to handle things efficiently, like you always have.*

*... And I rush to your aid, but you prove you never needed me.*

*... And we fight them off together, and I hide my wounds from you.*

### **We find ourselves in an old hideout, and it's as if time had never passed ...**

*... And the memories hurt me, and I say something I deeply regret.*

*... And the memories are full of laughter, and we share a smile and sigh.*

*... And the memories overwhelm us, and we give into our passions.*

### **We have the perfect opportunity to hurt or kill our hunters ...**

*... And one of us gives into cruelty and takes things too far.*

*... And I stop you, reminding you that you're better than this.*

*... And I encourage you, saying it's what is necessary for now.*

### **Innocent bystanders are caught up in our chase ....**

*... And I stop you from sacrificing yourself to save them, they're not worth it.*

*... And I risk getting us captured to protect them, you know I'll always do the right thing.*

*... And I beg you to leave them behind, no one is truly innocent in this war.*

### **We must pretend we are something we are not to throw them off the trail...**

*... And we steal uniforms from the local authorities, but things don't go as planned.*

*... And I pull you into my arms, pretending to be your lover again is all I ever wanted.*

*... And we decide to go in guns blazing anyway, we have never been subtle.*

### **We find out something about our hunters ...**

*... And it turns out that they weren't truly after us, this was all a distraction.*

*... And we lead them to a bigger prize, but how do we feel about it?*

*... And they are willing to recruit the **REFORMED** again, no matter the cost.*

# THE BELIEVER

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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***.

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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:

# RECRUITING THE BELIEVER

THIS IS FINALLY MY CHANCE

**THIS RECRUITMENT MONTAGE** introduces the **BELIEVER** into the story and explores what motivates them to return to the crew. Once everyone has had their Recruitment Montage, begin playing the mini-games.

This takes place **AT A SCHOOL WHILE THE BELIEVER LECTURES THEIR STUDENTS.**

Both the **CAPTAIN** and the **BELIEVER** briefly describe the school, a sentence or two each.

The **CAPTAIN** asks the **BELIEVER**: *How are you giving hope to others? How does that reflect my legacy?*

The **BELIEVER** asks the **CAPTAIN**: *How have I unexpectedly matured? How do I betray the naivete that lingers?*

## CONDUCTING THE VISIT

The **CAPTAIN** chooses what happens **FIRST**, the **BELIEVER** chooses what happens **THEN**.

The **BELIEVER** chooses what happens **NEXT**, the **CAPTAIN** chooses what happens **LAST**.

Choose freely.

When two **MOMENTS** are chosen and briefly described, the hunt ends.

## ENDING THE VISIT

The **CAPTAIN** asks the **BELIEVER**: *What makes you wiser than me?*

The **BELIEVER** asks the **CAPTAIN**: *What can't I ever truly learn from you?*

## LOYALTY DRAW

After the **CAPTAIN** recruits the **BELIEVER**, both of them draw 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 other.

► **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.

## MOMENTS

**The students are in awe of the CAPTAIN, and express it loudly ...**

*... And we both launch into an excited lecture, shining brightly.*

*... And one of us feels unworthy, and derails the entire lecture.*

*... And one of us graciously fades into the background, as it should be.*

**One of the students asks if the rumors are true about us ...**

*... And we laugh it off, before telling our own tall tales of what never happened.*

*... And one of us cuts in, laying the painful and awful truth of the matter.*

*... And we both blush deeply, avoiding looking at each other.*

**One of us had a chance to show off in front of the students ...**

*... And one of us insists, pushing the other to revel in the attention.*

*... And one of us encourages a student to shine instead, giving up the floor.*

*... And one of us botches it up, on purpose, to remind everyone we're human..*

**We have a chance to get away from the eyes of students and teachers ...**

*... And we relax in the moment of reprieve, seeing each other truly for the first time.*

*... And we stumble on a dark and terrible secret the school doesn't want us to know.*

*... And one of us takes this opportunity to privately confess our true feelings.*

**A prestigious member of the faculty catches up with us ...**

*... And thoroughly embarrasses us in front of the other.*

*... And jumps to the wrong conclusion about us, to much comedic effect.*

*... And admits to their jealousy, claiming one of us as their own.*

**One of the students is revealed to be a spy ...**

*... And we almost fall into their trap, barely escaping with our lives.*

*... And we are forced to kill them, and run before the school authorities capture us.*

*.... And they reveal how the **BELIEVER** has given them valuable information.*

# 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:

# RECRUITING THE BROKEN

SCRAPING THE BOTTOM OF THE BARREL, ARE WE?

**THIS RECRUITMENT MONTAGE** introduces the **BROKEN** into the story and explores what motivates them to return to the crew. Once everyone has had their Recruitment Montage, begin playing the mini-games.

This takes place in **THE RAVAGED REMAINS OF THE BROKEN'S HOME**.

Both the **CAPTAIN** and the **BROKEN** briefly describe the home, a sentence or two each.

The **CAPTAIN** asks the **BROKEN**: *What about your current state shocks me? What behavior of yours disgusts or saddens me?*

The **BROKEN** asks the **CAPTAIN**: *What evidence of our time together do I try to hide from you? What weakness of mine do you exploit?*

## CONDUCTING THE FALL

The **CAPTAIN** chooses what happens **FIRST**, the **BROKEN** chooses what happens **THEN**.

The **BROKEN** chooses what happens **NEXT**, the **CAPTAIN** chooses what happens **LAST**.

Choose freely.

When two **MOMENTS** are chosen and briefly described, the visit ends.

## ENDING THE FALL

The **CAPTAIN** asks the **BROKEN**: *What do you still love about me?*

The **BROKEN** asks the **CAPTAIN**: *What faded hope do you see in me?*

## LOYALTY DRAW

After the **CAPTAIN** recruits the **BROKEN**, both of them draw 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 other.

► **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.



## MOMENTS

### **Despite the charm of the place, my fall from grace is obvious ...**

*... And we both pretend to not see it and lie to each other bravely.*

*... And one of us tries to fix something, as the other snaps and gets angry*

*... And one of us, after all this time, finally admits to a dark truth*

### **One of us reveals a scar or injury that the other didn't know about ...**

*... And we pointedly ignore it, changing the subject uncomfortably.*

*... And one of us demands an explanation, digging up the past painfully.*

*... And we both sit in the quiet for a moment, before finally facing the past.*

### **Thugs of a dangerous Loan Shark come by and threaten us ...**

*... And one of us attempts diplomacy, while the other goes in for a kill.*

*... And one of us pays immediately, creating more shame and despair for the other.*

*... And things get violent, forcing the both of us to work together like old times.*

### **Despite the tension, we find ourselves sharing a moment of closeness ...**

*... And one of us admits to our darkest thoughts and finds relief in the other.*

*... And one of us gives into the shame, lashing out in anger and defiance.*

*... And we both share a kiss, tentative at first, that deepens and blossoms.*

### **One of us offers something of incredible value to manipulate the other ...**

*... And we both laugh, realizing this is much like how we first met.*

*... And the other takes offense and sees through the charade easily.*

*... And the other sighs, before silently accepting the gift.*

### **One of us admits to feelings we never thought we'd say out loud ...**

*... And the other scoffs, thinking it to surely be a joke.*

*... And we both let the confession hang between us, the tension finding no release.*

*... And the other offers their own heartbreaking confession, before we both give in.*

# THE STRANGE

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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**.

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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:

# RECRUITING THE STRANGE

SCRAPING THE BOTTOM OF THE BARREL, ARE WE?

**THIS RECRUITMENT MONTAGE** introduces the **STRANGE** into the story and explores what motivates them to return to the crew. Once everyone has had their Recruitment Montage, begin playing the mini-games.

This takes place in **IN THE LABORATORY THAT IS THE STRANGE'S HOME**.

Both the **CAPTAIN** and the **STRANGE** briefly describe the laboratory, a sentence or two each.

The **CAPTAIN** asks the **STRANGE**: *In what state do I find you that reminds me how different you are? What important work are you doing?*

The **STRANGE** asks the **CAPTAIN**: *Why are you so relieved to see me? How have I not changed at all?*

## CONDUCTING THE VISIT

The **CAPTAIN** chooses what happens **FIRST**, the **BROKEN** chooses what happens **THEN**.

The **BROKEN** chooses what happens **NEXT**, the **CAPTAIN** chooses what happens **LAST**.

Choose freely.

When two **MOMENTS** are chosen and briefly described, the visit ends.

## ENDING THE VISIT

The **CAPTAIN** asks the **BROKEN**: *How do I give you fragile hope?*

The **BROKEN** asks the **CAPTAIN**: *What makes you doubt me?*

## LOYALTY DRAW

After the **CAPTAIN** recruits the **STRANGE**, both of them draw 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 other.

► **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.

## MOMENTS

### **This laboratory is full of wondrous things beyond comprehension ...**

*... And we both excitedly discuss the latest breakthroughs and discoveries.*

*... And one of us admits to their ignorance, and the other graciously educates.*

*... And we accidentally break something beyond repair, which leads to discovery.*

### **Someone comes in, and treats the STRANGE like they are less than human ...**

*... And one of us overreacts, forcing the other to soothe ruffled feathers.*

*... And one of us immediately gives in, forcing the other to feel deeply uncomfortable.*

*... And we both pointedly stare at them until they leave, embarrassed and confused.*

### **An experiment suddenly finishes, announcing a startling discovery ...**

*... And we both marvel at it, creating big and wild theories together.*

*... And one of us makes an off-hand comment, creating a eureka moment in the other.*

*... And one of us accidentally undermines the experiment, to great comedic effect.*

### **We find we accidentally touch, coming in much too close to each other ...**

*... And one of us insists on keeping things professional, hurting the other.*

*... And we both acknowledge that this could never work, not between us.*

*... And we both reach out, tentatively, marveling at this new closeness.*

### **Agents of chaos intrude, attempting to destroy the lab and its secrets ...**

*... And we both respond immediately, setting off a trap without realizing it.*

*... And one of us allows the other to fight back, giving them the release they craved.*

*... And we both barely escape, leaving the lab in pieces but saving what matters most.*

### **A mysterious entity tracks us down, and demands the STRANGE come home ...**

*... And we both knew this day would come but insist on having more time.*

*... And one of us overreacts, killing the entity, leaving questions unanswered.*

*... And one of us finally admits to knowing more than the other, begging forgiveness.*

# 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:

# RECRUITING THE BOUND

WHERE DO WE STAND BETWEEN FAITH AND DUTY?

**THIS RECRUITMENT MONTAGE** introduces the **BOUND** into the story and explores what motivates them to return to the crew. Once everyone has had their Recruitment Montage, begin playing the mini-games.

This takes place **WHILE THE BOUND IS PERFORMING A SACRED RITUAL**.

Both the **CAPTAIN** and the **BOUND** briefly describe the sacred space, a sentence or two each.

The **CAPTAIN** asks the **BOUND**: *How does my presence disrupt the ritual? Why do you want me to participate anyway?*

The **BOUND** asks the **CAPTAIN**: *How does the sight of me renew your faith? Why is it important I believe in you?*

## CONDUCTING THE RITUAL

The **CAPTAIN** chooses what happens **FIRST**, the **BOUND** chooses what happens **THEN**.

The **BOUND** chooses what happens **NEXT**, the **CAPTAIN** chooses what happens **LAST**.

Choose freely.

When two **MOMENTS** are chosen and briefly described, the visit ends.

## ENDING THE RITUAL

The **CAPTAIN** asks the **BOUND**: *What will make you break your vows?*

The **BOUND** asks the **CAPTAIN**: *Why will you never be as faithful as I?*

## LOYALTY DRAW

After the **CAPTAIN** recruits the **BOUND**, both of them draw 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 other.

► **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.

## MOMENTS

### **The faithful gather around us, awaiting words of wisdom ...**

*... And I turn to you and ask you to tell me of the wisdom you found in our years apart.*

*... And I reach out, asking you to show the scars I gave you and what they taught you.*

*... And I keep my eyes on yours, as I explain how betrayal is a beautiful teacher.*

### **We stand before an ancient monument built to represent everything I believe in ...**

*... And I describe how my faith healed what you left broken in me.*

*... And I confess how it was you I missed most over the years.*

*... And I pray over the wretched state of our souls, seeking forgiveness.*

### **One of us must drink from the waters of truth, and leave behind any lies ...**

*... And I offer to drink it, answering any difficult questions you have of me.*

*... And I demand that you drink it and prove your worth to me.*

*... And we both stare into the waters for a long time, before drinking together.*

### **The ritual demands a sacrifice ...**

*... And I feel unworthy, offering only the scorn and hubris that doomed us once before.*

*... And I offer nothing, expecting nothing, and turn to you in defiance.*

*... And I sacrifice what was once most important to me, to prove how much I still love you.*

### **We both receive a vision that we cannot turn away from ...**

*... And it is a vision of violence and bloodshed, pain and retribution.*

*... And it is a vision of the small flame of hope in the vast darkness.*

*... And it is a vision of one of us dying in the arms of the other.*

### **The ritual ends and we are alone, the tension growing between us ...**

*... And I offer to begin the ritual of purification, placing us both in vulnerable positions.*

*... And I finally say what I've always wanted to say, after all these years.*

*... And we make our own vows to each other, knowing one of us may break them.*

# THE STEADFAST

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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**.

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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:



# RECRUITING THE STEADFAST

WILL YOU REWARD MY LOYALTY WITH DOUBT?

**THIS RECRUITMENT MONTAGE** introduces the **STEADFAST** into the story and explores what motivates them to return to the crew. Once everyone has had their Recruitment Montage, begin playing the mini-games.

This takes place **IN THE HOME THAT KEPT THE CAPTAIN SAFE ALL THESE YEARS**.

Both the **CAPTAIN** and the **STEADFAST** briefly describe the home, a sentence or two each.

The **CAPTAIN** asks the **STEADFAST**: *What mundane chore do I interrupt? What have I done to make you suspicious?*

The **STEADFAST** asks the **CAPTAIN**: *How different am I from when we first met? What do you love most about me at this moment?*

## CONDUCTING THE CONVERSATION

The **CAPTAIN** chooses what happens **FIRST**, the **STEADFAST** chooses what happens **THEN**.

The **STEADFAST** chooses what happens **NEXT**, the **CAPTAIN** chooses what happens **LAST**.

Choose freely.

When two **MOMENTS** are chosen and briefly described, the visit ends.

## ENDING THE CONVERSATION

The **CAPTAIN** asks the **STEADFAST**: *What will cost me your loyalty?*

The **STEADFAST** asks the **CAPTAIN**: *Why am I not enough for you?*

### LOYALTY DRAW

After the **CAPTAIN** recruits the **STEADFAST**, both of them draw 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 other.

► **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.

## MOMENTS

### **Our home is filled with beautiful things that reflect my care for you ...**

*... And I look at the one item that reminds us of the crew, reigniting older memories.*

*... And I accidentally break one, revealing a secret that we were never meant to share.*

*... And I unearth something painful to force you to see the truth.*

### **I've been working on a project, and I invite you to sit with me as we speak ...**

*... And I point out how you've been using this project to avoid the truth we can't escape.*

*... And I help you, while reminding you of the heroes we once were.*

*... And my bottled-up feelings implode, and I take it out on the project.*

### **I remind you of the promise you once made to me, when we were young and brave ...**

*... And I remind you that we're different people now, older and wiser.*

*... And I remind you of a different promise you made to me, broken and discarded.*

*... And we both lose ourselves to the memories, painful and full of hope.*

### **The ones we care for sense the growing tension and come to us, expecting answers ...**

*... And I lie to them, assuring them, as I always have over the years.*

*... And I tell them the painful truth, one you weren't ready to tell them.*

*... And I turn them away, the fear and anger plain on my face.*

### **And I reach out for you, not knowing what else to say ...**

*... And I pull away, not ready to give into you or set aside my fears.*

*... And I pull you closer, demanding a promise I know you can't keep.*

*... And I take your hands in mine, knowing words cannot express how I feel.*

### **The enemy appears, violent and merciless, ready to destroy us ...**

*... And we fall into the old dance, revealing weapons, and defending without hesitation.*

*... And one of us freezes, caught in the cruel hands of trauma, as the other immediately neutralizes the threat.*

*... And we activate the self-destruction sequence, our home explodes into ash and flame as we leave behind everything.*

# 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.

# EXTENDED PLAY: CHARACTER QUESTIONS

OUR HISTORY WITH THE ENEMY IS COMPLEX

*When playing Once More Into The Void at extended speed, the **CHARACTER QUESTIONS** are answered before the **RECRUITMENT MONTAGE**.*

## CREATING HISTORY

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

### THE CAPTAIN

**YOU ONCE HAD A HEROIC REPUTATION**, *how did the enemy secretly help you gain it?*

### THE VETERAN

**YOU WERE ONE OF THE FIRST TO EVER FIGHT THE ENEMY**, *what did history get wrong?*

### THE REFORMED

**YOU WERE ONCE THE ENEMY**, *what terrible secret did you reveal when you betrayed your people?*

### THE BELIEVER

**YOU HOLD OUT HOPE FOR ANOTHER WAY**, *why do you still seek peace with the enemy?*

### THE BROKEN

**YOU DID WHAT NO ONE ELSE WAS WILLING TO DO**, *what did you destroy to hold back the enemy?*

### THE STRANGE

**WHAT ABOUT YOUR ORIGINS OR STRANGENESS** *is tied to the enemy?*

### THE BOUND

**HOW IS AN ASPECT OF YOUR FAITH** *tied to who the enemy is?*

### THE STEADFAST

**WHAT DO YOU KNOW ABOUT THE ENEMY** *that you can never tell the Captain?*

# JUST LIKE OLD TIMES

WILL THE PAST HELP US OR HOLD US BACK?

**JUST LIKE OLD TIMES** is a mini-game for two crew members who are pinned down and fighting against the enemy. When you choose this mini-game, choose another character to be in the scene with you – someone who fought by your side in the past. The other players take turns conducting the battle.

## PLAYING THIS MINI-GAME

Ask your chosen partner why you need to impress each other so badly. Ask your chosen partner how the enemy got the drop on you, and why there won't be any back-up for a while. Some ideas:

- ▶ *This was supposed to be a quick run to pick up supplies, but the enemy ambushed us*
- ▶ *We sought out an old contact for information, and we were sold out*
- ▶ *We didn't take the enemy seriously and got in over our heads*

The two crew members describe what has changed about them since we last saw them. During the battle, anyone may ask for details about the locations, relationships, or circumstances.

The other players conduct the flow of this mini-game. Take turns leading the crew members in their battle against the enemy. On your turn, choose one:

- ▶ Tell a crew member to choose a **CHALLENGE**
- ▶ Tell a crew member to choose a **VULNERABILITY**

When everyone's had a turn, the crew member who went the furthest to impress us chooses an **END**.

## LOYALTY DRAW

At the end of this mini-game, the two crew members involved in the battle each draw a card, face up.

- ▶ **BLACK:** *Loyalty is regained.* If the crew member keeps the card, they briefly describe what this regained loyalty looks like: a changed relationship, a new belief, a growing hope, etc. If the crew member gives their card to another player, they briefly describe a moment of closeness between them.
- ▶ **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.

## CHALLENGES

I want to execute a complicated move that served us well in the past, but it's been a long time since we've pulled this off. I draw a card.

- ▶ **BLACK** We execute it perfectly, just like before. I keep this card in my hand.
- ▶ **RED** We're hopelessly out of sync and end up in a bad position. This card goes into the enemy pile.

I want to show off and prove I've outgrown you. It'll be too easy for the enemy to take advantage of my pride. I draw a card.

- ▶ **BLACK** I give them a real show and then some. I keep this card in my hand.
- ▶ **RED** My hubris sets me up for failure, and the enemy gets a good hit in. This card goes into the enemy pile.

I recognize someone helping the enemy, a traitor who was once part of the crew. They know exactly what to say to get under our skin. I draw a card.

- ▶ **BLACK** We shrug it off and gain the upper hand on them. I keep this card in my hand.
- ▶ **RED** They play me easily and I give away a critical secret. The traitor gets away. This card goes into the enemy pile.

## VULNERABILITY

The enemy has surrounded, and things look bad. I choose:

- ▶ I push myself to distract them, hoping that'll give you the opportunity you need. If it's **BLACK** I keep it in my hand, if it's **RED** it goes into the enemy's pile.
- ▶ It's the worst time to say it, but I say how I really feel about you. *How do you respond?*

The enemy gives it their all and unleashes their secret weapon. I choose:

- ▶ I push you out of the way and take the worst of it. If it's **BLACK** I keep it in my hand, if it's **RED** it goes into the enemy's pile.
- ▶ I know exactly how to disarm it. *Why do you suspect the worst of me?*

The enemy announces an offer they know I can't refuse. I choose:

- ▶ I defy them openly, hoping they're bluffing. If it's **BLACK** I keep it in my hand, if it's **RED** it goes into the enemy's pile.
- ▶ I hesitate for a long moment before I ignore their offer and attack. *Do you berate or console me?*

## ENDINGS

The enemy wins this fight, and we both barely escape to the ship.

The enemy could have easily won, but they chose to retreat instead. We now mistrust each other more than ever.

We win but just barely, the enemy gets away and takes something important and irreplaceable.

We could have won, but we let the enemy think otherwise. But in doing so we learn something important to help our final mission.

# ONLY ONE SHOT TO MAKE IT RIGHT

WILL TRAINING BRING OUT OUR BEST OR WORST?

**ONLY ONE SHOT TO MAKE IT RIGHT** is a mini-game for all crew members. It is about training to get ready for the final mission, while navigating an emotional minefield. This is everyone's chance to prove they're ready for whatever comes - or that they still have unaddressed feelings that need to be confronted here and now.

## PLAYING THIS MINI-GAME

The Captain decides where the training session takes place. Some ideas:

- ▶ *An aging holo-room in the ship with a snarky AI*
- ▶ *Training grounds that are tied to your shared past*
- ▶ *An old friend offers their top-of-the-line training program, for a steep price*

Everyone decides how they are training, and what circumstances lead to the training. Each crew member describes what has changed about them since we last saw them.

During the training session, anyone may ask for details about the locations, relationships, or circumstances.

Beginning with the crew member who has the most to prove, go around the table. On your turn, choose a **CHALLENGE** that you are facing. Choose another crew member who takes on this challenge with you, and ask them the included questions. They answer freely.

When everyone's had a turn, the crew member who impressed everyone chooses an **ENDING** to the training session.

## LOYALTY DRAW

At the end of this mini-game, all crew members draw a card, face up.

- ▶ **BLACK:** *Loyalty is regained.* If the crew member keeps the card, they briefly describe what this regained loyalty looks like: a changed relationship, a new belief, a growing hope, etc. If the crew member gives their card to another player, they briefly describe a moment of closeness between them.
- ▶ **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.



## CHALLENGES

- ▶ I ask you to spar, and I go harder than I intended. *Do you keep up with me and disarm me, humiliating me? Or do you take the worst of it, leaving me guilty? Why?*
- ▶ I crank the simulation routine way past the recommended level of safety, and charge right in. *Do you force the simulation to stop, drawing my anger? Or do you go in with me, and save me from myself? Why?*
- ▶ I modify my weapons, and you have a good idea of how I can push my equipment. *Do you patiently teach me how to, or take over brusquely? Why?*
- ▶ I pull back during training, scared of what I'm capable of. *Do you come in and push me over the edge harshly, or do you leave me be and say nothing? Why?*
- ▶ I'm tempted to try something experimental and dangerous. *Do you talk me out of it, or do you tempt me to push even further? Why?*
- ▶ I try to focus on training, but I'm obviously distracted by you. *Do you take advantage to learn my true feelings? Or do you pointedly ignore me? Why?*
- ▶ As we train, we end up in a compromising position, our bodies too close and our hearts even closer. *Do you give in, or do you pull away? Why?*
- ▶ As we fight, I accidentally reveal that I know more about the enemy than I should. *Do you confront me and demand answers or pretend nothing happened? Why?*
- ▶ I'm about to slip up badly and will embarrass myself in front of the crew. *Do you let me do it or do you embarrass yourself first to distract everyone? Why?*
- ▶ Something about this feels too much like old times. *Do you start happily talking about the past with me? Or do you open up old wounds? Why?*

## ENDINGS

**We train hard and get much better but push ourselves over the edge.**  
We've revealed a vulnerability to the enemy.

**We're too distracted to focus and plant a seed of doubt in everyone.** We ask ourselves: *Can we really do this? Will this be a suicide mission?*

**We train well, almost too well.** At least one of us will learn to forgive someone for the unforgivable.

**We train poorly and take it out on each other.** *Who is to blame for all this?*

# BLOWING OFF STEAM

EVEN BIG GODDAMN HEROES NEED TO TAKE A BREAK

**BLOWING OFF STEAM** is a mini-game for two or more crew members trying to relax and unwind, but feeling the awkwardness and tension that still lingers between you. When you choose this mini-game, choose another character to be in the scene with you – someone who you like but struggle to connect with. Others can join the scene whenever they want.

## PLAYING THIS MINI-GAME

Ask your chosen partner where you go to blow off some steam. Some ideas:

- ▶ *An old hangout that's seen better days but holds sentimental value*
- ▶ *A dive bar full of scum, ready to fight*
- ▶ *A seedy club with some of the best entertainment in the sector*

Each crew member describes what has changed about them since we last saw them.

The player whose character is most uncomfortable in the situation takes the first turn. On your turn, choose if you'll ask an **AWKWARD QUESTION** or **REVEAL SOMETHING PERSONAL** to someone else.

During the hangout, anyone may ask for details about the locations, relationships, or circumstances.

When everyone's had a turn, decide if you'll have another round of turns or if you'll return to the ship.

## LOYALTY DRAW

**At the end of this mini-game, all crew members who were in the scene each draw a card, face up.**

- ▶ **BLACK:** *Loyalty is regained.* If the crew member keeps the card, they briefly describe what this regained loyalty looks like: a changed relationship, a new belief, a growing hope, etc. If the crew member gives their card to another player, they briefly describe a moment of closeness between them.
- ▶ **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.

## AWKWARD QUESTIONS

- ▶ I bring up an unpleasant memory between you and the **CAPTAIN**. *How do you set the record straight after all these years?*
- ▶ I make assumptions about your romantic interests, that may or may not reveal something your heart isn't ready to accept. *How do you overreact?*
- ▶ I accidentally let slip a secret that's not mine to tell. *How do you tease more information out of me, and what will you do with it?*
- ▶ I desperately try to find common ground with you, but to no avail. *Do you take pity on me and help me, or do you leave me to my misery?*
- ▶ I confess to my feelings about someone who's not here with us. *Do you give me advice that I take to the extreme, or reveal a dark secret about this person?*
- ▶ I stumble, meaning to ask a question, and instead fall into your arms. *Do you let us stay like this for a moment, or do you push me away? Why?*
- ▶ I ask you about someone else here, obviously trying to gauge your true feelings about me. *Do you go along and give me the answers I seek or feign ignorance and change the subject? Why?*

## REVEAL SOMETHING PERSONAL

- ▶ I allow myself to relax and let down my guard. I tell you about an important moment from my youth that shaped who I am today.
- ▶ You've earned my trust, after all we've been through. I'll tell you something I've always wanted to tell you.
- ▶ I move to sit closer, much closer. I'll most likely pull away if you take things further. But for now, this is nice.
- ▶ I tell you what I really think about our **CAPTAIN** and their mission.
- ▶ I tell you what I really think about a crew member and their past.
- ▶ I tell you why I'm willing to die for the **CAPTAIN**, and what I owe them.
- ▶ I tell you why I'm not going to die for the **CAPTAIN**, and what they owe me.

# WHO DO YOU THINK YOU ARE?

YEAH, I SAID WHAT I SAID

**WHO DO YOU THINK YOU ARE** is a mini-game for two crew members on the verge of a full blown confrontation, dragging hidden and unnamed emotions into the light. When you choose this mini-game, choose another character to be in the scene with you – someone who brings out the worst in you. Others can join the scene whenever they want.

## PLAYING THIS MINI-GAME

Ask your chosen partner what sparked this confrontation, and why neither of you can back down.

Ask your chosen partner what's at stake. Some ideas:

- ▶ *We're training with weapons set to stun, to settle an old score*
- ▶ *The ship is in dire need of repairs, but it'll take the two of us to fix it*
- ▶ *This confrontation takes place in front of someone we both care about*

Each crew member describes what has changed about them since we last saw them. During the confrontation, anyone may ask for details about the locations, relationships, or circumstances.

The player whose character has **the most anger in their heart** takes the first turn. On your turn, choose a leading question that your partner will answer.

When you both have asked two leading questions each, the character who **revealed the most** chooses a closing question.

## LOYALTY DRAW

At the end of this mini-game, the two crew members involved in the confrontation each draw a card, face up.

- ▶ **BLACK:** *Loyalty is regained.* If the crew member keeps the card, they briefly describe what this regained loyalty looks like: a changed relationship, a new belief, a growing hope, etc. If the crew member gives their card to another player, they briefly describe a moment of closeness between them.
- ▶ **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.

## LEADING QUESTIONS

- ▶ We circle each other, tense and silent. *What do I say to break the silence?*
- ▶ I expose a dark secret of yours and threaten to tell the world. *What do I reveal?*
- ▶ I snap and come close to confessing my true feelings for you, *what are they?*
- ▶ I bring up the past in a way I promised I never a. *What do I say to hurt you?*
- ▶ I pointedly ask you about your true intentions. *Do you convince me with a lie or confuse me with the truth?*
- ▶ I threaten something or someone important to you. *Do you call my bluff, or do you overreact and make me regret what I said? How?*
- ▶ I question your loyalty to the crew. *Do you defend yourself or admit to your doubt?*
- ▶ My emotions are getting away from me, *do you give me time to calm down or press on and take advantage of me? How?*
- ▶ I'm tempted to resort to physical violence. *Do you push me to do so, or do you allow me to see something vulnerable in your eyes?*
- ▶ I give into my passion and throw you against something, pinning you there with my body. *Do you push back, or do you pull me in for a kiss?*

## CLOSING QUESTIONS

**I confess that my feelings for you distracted me from the truth.** *What truth am I hiding from? I choose to **ESCALATE** or **WITHDRAW**.*

- ▶ **ESCALATE** //// I DRAW A CARD, on a **BLACK** I reveal something vulnerable to you, I say what it is. On a **RED** we cut to the enemy and see how they have prepared to take advantage of one of our weaknesses.
- ▶ **WITHDRAW** I decide to return later to make amends, *what do I say or do to earn your forgiveness?*

**I keep my guard up and pretend I'm unaffected.** *How can you tell this is all an act? I choose to **ESCALATE** or **WITHDRAW**.*

- ▶ **ESCALATE** //// I DRAW A CARD, on a **BLACK** I remember the past and it softens me, and I paint the memory. On a **RED** we cut to the enemy and see how they have gained formidable defenses.
- ▶ **WITHDRAW** I seek comfort with another member of the crew, *who?*

**We find ourselves at a stalemate, and a member of the crew is forced to come in and break up the confrontation.** *Who are they? They say exactly what we need to hear, diffusing the situation for now. We each draw one card. If it is a **BLACK** card, we take it into our hand as normal. If it is a **RED** card it is removed from the game, and does not go into the enemy pile of cards.*

# THE LAST TIME WE TOUCHED

WILL MY FEELINGS FINALLY REACH YOU?

**THE LAST TIME WE TOUCHED** is a mini-game for two or more crew members exploring a moment of uncertain intimacy. When you choose this mini-game, choose at least one other character to be in the scene with you – someone who makes you feel vulnerable and lonely. Others can join the scene whenever they want.

## PLAYING THIS MINI-GAME

Ask your chosen partner(s) what the present circumstances are. Some ideas:

- ▶ *Something goes wrong with a vital ship system, and we're forced to share a single bed for the next night cycle*
- ▶ *We find each other in a quiet part of the ship, a place our younger selves sought as sanctuary*
- ▶ *I'm outside of your private quarters, my heart heavy with the words I left unsaid all these years*

Each crew member describes what has changed about them since we last saw them. During this intimate moment, anyone may ask for details about the locations, relationships, or circumstances.

The player whose character feels the most vulnerable takes the first turn. On your turn, choose an **ADVANCE**, and your partner will choose an **ANSWER** in response. In between advances and answers, converse and confess as you like.

At any time after the third exchange, any player may interrupt you by having their character enter the scene. Otherwise, continue your conversation and exchanges until you part or draw a curtain upon what follows.

## LOYALTY DRAW

**At the end of this mini-game, all crew members who were in the scene each draw a card, face up.**

- ▶ **BLACK:** *Loyalty is regained.* If the crew member keeps the card, they briefly describe what this regained loyalty looks like: a changed relationship, a new belief, a growing hope, etc. If the crew member gives their card to another player, they briefly describe a moment of closeness between them.
- ▶ **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.

## ADVANCES

- ▶ I want to touch something of yours and admit to a secret I know of it. *May I?*
- ▶ I want to touch your hand and describe a strength I perceive in you. *May I?*
- ▶ I want to touch your fingertips and say why I don't want to lose you. *May I?*
- ▶ I want to touch your cheek and tell you how special you are. *May I?*
- ▶ I want to touch your hair and tell you how I've dreamed of you. *May I?*
- ▶ I want to touch your ear and whisper a promise I shouldn't make. *May I?*
- ▶ I want to touch your lips and tell you how much I want you. *May I?*
- ▶ I want to touch your \_\_\_\_ and tell you how much I want to be touched by you. *May I?*
- ▶ I want to loosen my clothing and say something vulnerable. *May I?*
- ▶ I want to loosen your clothing, and I ask you to tell me a truth I've suspected. *May I?*
- ▶ I want to not only touch, but kiss you, as above. *May I?*

## ANSWERS

- ▶ You may, and then I remain silent in response.
- ▶ You may, and I say something similar in response.
- ▶ You may, but first I want you to \_\_\_\_\_. *Will you?*
- ▶ You may, but only for a moment, let's talk about the past first.
- ▶ You may, but then I withdraw and bear my secret pain or shame to you.
- ▶ You may but only for a moment, and then I leave unable to face what we have.
- ▶ You may, but at this moment we're interrupted, and they have pointed questions.
- ▶ You may, and everything fades to black.
- ▶ You may not, but instead I [make an advance]. *May I?*
- ▶ You may not, and I pull back and throw out a painful truth about our past.
- ▶ You may not, and I say something to cut you to the core as I leave.

# I NEVER DID TRUST YOU

IT WAS ONLY A MATTER OF TIME

**I NEVER DID TRUST YOU** is a mini-game for two crew members who are sure that the other will betray the crew. This is an explosive confrontation that can lead to violence and even death. When you choose this mini-game, choose another character to confront – someone you can't allow yourself to trust. No one else can join the scene, this is between the two of you.

## PLAYING THIS MINI-GAME

Ask your chosen partner why you've grown suspicious of each other. Where does this tense conversation take place? Some ideas:

- ▶ *Near the ship's core, where sensitive machinery is vulnerable*
- ▶ *In the hangar, the bay doors open*
- ▶ *In the shooting range, safety off*

The two crew members describe what has changed about them since we last saw them. During this violent confrontation, anyone may ask for details about the locations, relationships, or circumstances.

The player whose character has the most to hide takes the first turn. On your turn, choose a **LEADING ATTACK** that your partner will answer. In turn they'll respond with a **DEFENSIVE MANEUVER**.

When you both have taken two leading attacks and two defensive maneuvers each, both players draw one card from the deck. The player with the highest card chooses an Ending. Aces are always high. In case of a tie, both players make their choice.

### LOYALTY DRAW

**At the end of this mini-game, the two crew members involved in the confrontation each draw a card, face up.**

- ▶ **BLACK:** *Loyalty is regained.* If the crew member keeps the card, they briefly describe what this regained loyalty looks like: a changed relationship, a new belief, a growing hope, etc. If the crew member gives their card to another player, they briefly describe a moment of closeness between them.
- ▶ **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.



## LEADING ATTACKS

- ▶ I know you're somehow connected to the enemy. *How do I threaten to expose you? Why won't you take me seriously?*
- ▶ I try to confront you head on, but I falter. A shared memory of ours plagues me. *Why are you the most important person to me?*
- ▶ I catch you doing something suspicious that you won't be able to explain away. *How do I overreact to this?*
- ▶ I bring up something from our past, that I should have told the others long ago. *What shame stops me from telling everyone else?*
- ▶ I catch you doing something you promised me you'd never do. *What is it?*
- ▶ You appear to be compromising something essential for our mission. *What is it?*
- ▶ You let something slip; you know more than you let on. *What do I suspect?*
- ▶ I have irrefutable proof of your inevitable betrayal. *Why won't I reveal it?*

## DEFENSIVE MANEUVERS

- ▶ I remind you of the good times we've had together. *What are they?*
- ▶ I remind you of how much you owe me. *Why can't you ever repay me?*
- ▶ I come closer and place a hand where it's welcome. *Where is it?*
- ▶ I lean in, and I whisper something that thrills you. *What is it?*
- ▶ I get angry and bring up the past in the most painful way possible. *What do I say?*

## ENDINGS

**We both apologize and decide to move on.** I draw a card.

- ▶ **BLACK** We forgive each other and leave behind the past.
- ▶ **RED** One of us isn't sincere. This card goes into the enemy's pile.

**We decide there's no coming back from this.** I draw a card.

- ▶ **BLACK** One of us attacks the other, and another crew member must intervene.
- ▶ **RED** One of us runs, leaving the crew. This card goes into the enemy's pile.

**We both go for our weapons at the same time.** I draw a card.

- ▶ **BLACK** One of us is badly wounded, leaving a scar that can't be healed.
- ▶ **RED** One of us dies. This card goes into the enemy's pile.

**We share a moment of intimate vulnerability.** I draw a card.

- ▶ **BLACK** We both bare our heart to the other.
- ▶ **RED** One of us pulls away too quickly. This card goes into the enemy's pile.

# WHAT WE ONCE WERE

WE CAN'T LEAVE THE PAST BEHIND

**WHAT WE ONCE WERE** is a mini-game for two or more crew members who experience a flashback, a direct look at the past that may hurt or strengthen us. This is a reflective and insightful time. When you choose this mini-game, choose another character to explore your past with – someone who was essential in influencing who you are now.

## PLAYING THIS MINI-GAME

Ask your chosen partner what moment triggered this flashback. Some ideas:

- ▶ *We unearth an old set of recordings, revealing our younger selves*
- ▶ *You reveal something I gave you, that you held on to all these years*
- ▶ *One of us finds a collection of photographs, torn apart in a fit of rage*

Each crew member describes what has changed about them since we last saw them. During this intimate moment, anyone may ask for details about the locations, relationships, or circumstances.

The player whose character who fears the past the most takes the first turn. On your turn, choose if you'll relive a **MEMORY OF PAIN** or a **MEMORY OF STRENGTH**. Ask your partner to bring the memory to life with you. They answer freely.

When everyone's had a turn, decide if you wish to unearth another memory or if the scene will come to an end.

When you're ready to let go of the past, the one who revealed the most during the flashback chooses a **REVELATION**.

## LOYALTY DRAW

At the end of this mini-game, the two crew members involved in the flashback each draw a card, face up.

- ▶ **BLACK:** *Loyalty is regained.* If the crew member keeps the card, they briefly describe what this regained loyalty looks like: a changed relationship, a new belief, a growing hope, etc. If the crew member gives their card to another player, they briefly describe a moment of closeness between them.
- ▶ **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.

## MEMORIES OF PAIN

- ▶ You tried to warn me about someone I cared for and how they would betray us all. *What truth did I close my eyes to, and how did you pay the price?*
- ▶ I revealed my heart to you, but you misunderstood my feelings in the worst way. *How did you break my heart with your kindness?*
- ▶ You made a mistake, and I faced the consequences on your behalf. *What terrible price did I pay, and why can you never repay me?*
- ▶ I revealed something to you in confidence and laid myself bare to you. *Why did you betray me?*
- ▶ I left a message to another crew member, revealing feelings that I could no longer deny. *Why did you destroy the message and confront me about it?*
- ▶ We spent an intimate night together, heedless of the danger. *What cruelty did the morning bring us, and who made it crueller?*
- ▶ Together we made a promise. Together we broke it. *How has that promise haunted us all these years?*

## MEMORIES OF STRENGTH

- ▶ There was a time when I believed you understood my pain. *How did you comfort me and strengthen my heart?*
- ▶ A stolen moment of intimacy brought with it an unspoken promise. *How have I kept this promise throughout the years?*
- ▶ You were there when I was at my strongest, when I shone the brightest among all other stars. *What did I say or do to help you find you shine next to me?*
- ▶ There was a time when we were invincible, as long as we fought side by side. *What impossible odds did we face together? How did we prevail?*
- ▶ At the time it meant almost nothing, us dancing alone in the dark with the stars shining behind us. *What did we whisper to each other in the shadow of the stars?*
- ▶ I was willing to die for the crew and protect what was most important. *How did you convince me that my life meant something?*
- ▶ You tried to warn me that I would fall in love with someone, but I didn't believe you. *How did you comfort me as I fell hopelessly in love?*

## REVELATION

**It seems like memories are frozen in time**, but they suddenly crack under the pressure of the present. We both reveal something that changes the context of our memories.

**We both allowed ourselves to forget** something too difficult to bear across the years. I tell you what you've forgotten, and you tell me what I've forgotten.

**These old memories unearth many more**, and we both stand in the flood of the past and its consequences. We both carry a younger part of ourselves into the future, and tell each other how our hearts have changed in the present,

# WHAT WE BUILT WITHOUT YOU

THIS IS WHAT WE COULD LOSE

**WHAT WE BUILT WITHOUT YOU** is a mini-game for all crew members. It is about exploring a sanctuary that was built while the Captain and the crew were torn apart. Everyone will interact with a community that reflects the crew member who helped build it. This is a chance for the crew to remember who and what they're fighting for.

## PLAYING THIS MINI-GAME

The crew member who has the most to lose will describe a private Sanctuary that will offer us peace, respite, and recovery. What is your Sanctuary like? Some ideas:

- ▶ *A colony outpost that has fallen on hard times, once under your protection*
- ▶ *A home that appears on no maps, where the last of your family resides*
- ▶ *A free medical clinic you established, for the wronged and desperate*
- ▶ *An abandoned pirate freighter, manned by the crew you built without us*
- ▶ *An institution of wisdom and faith, the last of its kind*

Why haven't you revealed its existence before this moment? Everyone decides what setback, complication, or severe injury forces us to find a safe place to recover.

Each crew member describes what has changed about them since we last saw them. During this visit to the sanctuary, anyone may ask for details about the locations, relationships, or circumstances.

The character who owns the sanctuary will choose **A PRICE TO PAY**. The player whose character is most nervous about the sanctuary takes the first turn. On your turn, choose a **MOMENT** to play out with another crew member.

When everyone's had a turn, decide if you share another moment or if the visit will come to an end. When you're ready to return to the ship, the one who grew the most attached to the sanctuary chooses an **ENDING FOR THE VISIT**.

## LOYALTY DRAW

At the end of this mini-game, the crew members who visited the sanctuary draw a card, face up.

- ▶ **BLACK:** *Loyalty is regained.* If the crew member keeps the card, they briefly describe what this regained loyalty looks like: a changed relationship, a new belief, a growing hope, etc. If the crew member gives their card to another player, they briefly describe a moment of closeness between them.
- ▶ **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.

## A PRICE TO PAY

You lead the crew to an old friend, ally, or family member who can aid in your crew's recovery. What do you need help with? They'll help freely, but you must give them what they truly want. Some ideas:

- ▶ *A promise you both know you can't keep*
- ▶ *Your prized possession, a symbol of your heart*
- ▶ *A confession ill-timed but well-intentioned*
- ▶ *A moment alone, intimate and bittersweet*
- ▶ *An overdue sign of affection, too little too late*

## MOMENTS

- ▶ **I step forward to assist with the mundane chores the Sanctuary requires.** *Do you help me or turn this into a challenge I can't refuse?*
- ▶ **I prepare a meal for everyone at the Sanctuary.** *Do you offer to make conversation and draw us closer, or do you tease me mercilessly in front of everyone?*
- ▶ **I take the time to study those who live and work at the Sanctuary.** *When I ask you about the life we'll have after our final mission, do you tell me a comforting lie or the painful truth?*
- ▶ **I find a cache of fearsome weapons and terrible secrets within the Sanctuary.** *Do you convince me to reveal this or hide the truth? Why?*
- ▶ **A child makes their way to us and insists on becoming friends.** *Do you help me form a sincere connection, or are you content to watch me flounder?*
- ▶ **Someone in the Sanctuary has saved holo clippings and mementos of the Captain's days of glory and prestige.** *Do you spend time with me reflecting on the past, or convince me that all of this is a lie?*
- ▶ **Someone in the Sanctuary draws close to me and makes their desire for intimacy clear and compelling.** *Do you convince me to go along with it, or do you give into jealousy?*
- ▶ **We find a means of communicating with the enemy, hidden away in an unexpected place.** *Do you let me draw the worst conclusion or relieve me of my fears? Why?*
- ▶ **I find a secret place in the Sanctuary full of vice and distraction.** *Do you spend the hours with me, or do you cut me off too soon? Why?*
- ▶ **Someone in the Sanctuary demands my help in exchange for what we are freely given.** *Do you openly criticize me as I work away, or do you volunteer to work alongside me?*
- ▶ **Someone in the Sanctuary confronts me for the wrongs I've committed and the past I can't outrun.** *Do you stand by my side and help me begin to make amends, or do you abandon me to this difficult task alone?*
- ▶ **We find a personal cache of messages, never sent.** *Do you take this as an opportunity to say what you've always wanted to say, or does the silence grow more tense and painful between us?*
- ▶ **Someone naive and unskilled from the Sanctuary desperately seeks to join our Crew, and we know they would never survive the mission.** *Do you help me let them down gently, or do you escalate the situation to a fever pitch?*

## ENDINGS

**We heal the injuries of body, mind, and soul, but struggle to leave the peace of the Sanctuary.** *What part of ourselves do we leave behind in the Sanctuary?*

**We found technology or equipment that we can use to create an advantage.** *How can this risk the safety of our ship or crew?*

**The enemy found the Sanctuary and we barely evacuate before the enemy tears it apart.** *What great sacrifice do we make to ensure everyone escapes to safety?*

**When we return, we discover something disturbing about the enemy.** *How does this harrowing revelation open old wounds and fill our hearts with fear?*

# ONLY IF WE HAVE THE TIME, CAPTAIN

WHAT DOES MY LOYALTY MEAN TO YOU?

**ONLY IF WE HAVE THE TIME, CAPTAIN** is a mini-game for a crew member to address unfinished business, knowing that the Captain is the only one who can help them. When you choose this mini-game, consider how this can dramatically change the relationship between you and the Captain. Others can join in whenever they want, but the focus of this mini-game is on the one crew member and the Captain.

## PLAYING THIS MINI-GAME

Only a crew member can choose to play this mini-game, and their partner is the Captain. This mini-game can only be chosen once per player.

The crew member and the Captain describe what has changed about them since we last saw them. During this away mission, anyone may ask for details about the locations, relationships, or circumstances.

The crew member follows **FOUR STAGES** of this mini-game and instructions. The player can decide to withdraw at any stage at any point, resulting in **MISSION FAILURE**. The Captain makes choices or answers questions when asked to.

### LOYALTY DRAW

At the end of this mini-game, both the crew member and Captain each draw two cards, face up.

- **BLACK:** *Loyalty is regained.* If the crew member keeps the card, they briefly describe what this regained loyalty looks like: a changed relationship, a new belief, a growing hope, etc. If the crew member gives their card to another player, they briefly describe a moment of closeness between them.
- **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.

## STAGE 1 - REQUEST

I seek out the **CAPTAIN** and steal them away from everyone else.

1. **CAPTAIN**, what task am I interrupting?
2. **CAPTAIN**, how does my distress and worry show?

**I DRAW A CARD and describe the mission I need to go on.** After the card is revealed and interpreted, it is returned to the bottom of the deck.

**This is your chance to prove your loyalty to me, Captain.** *I tell you what's at stake, if we should fail.*

- ▶ **SPADES:** A mission focused on deception, tactics, or seeking the truth.
- ▶ **ACE:** I failed the last time I tried, and I show you the scars from it.
- ▶ **HEARTS:** A mission focused on relationships, emotions, or making amends.
- ▶ **2-10:** I know I can't do this without you, and I tell you how I feel about that.
- ▶ **CLUBS:** A mission focused on violence, passion, or rediscovering my fire.
- ▶ **ROYAL:** I tried to do this with someone else, and they betrayed me. I tell you about it.
- ▶ **DIAMONDS:** A mission focused on valuables, property, or stealing back what's mine.

## STAGE 2 - PREPARATIONS

**We need to prepare for this mission, but I'm distracted.** *I choose, you answer:*

- ▶ I keep my distance and seek out solace from the wrong person or wrong place. *Before we head out, what evidence of my mistake shows?*
- ▶ I keep my distance and focus on improving an aspect of our ship or crew. *What changes and how?*
- ▶ We spend time together and become even closer. *What vulnerability do I show you? How do you comfort me?*
- ▶ We spend some time together, and you finally see how much time has changed me. *What part of me from the past is gone forever? What has taken its place?*

**CONTINUED///**

## STAGE 3 - THE AWAY MISSION

The **CAPTAIN** and I leave the ship, whoever wants to come along does as they wish.

1. Who else comes along, if anyone?
2. What weapons or equipment do we bring, if any?
3. What do we see, as our shuttle flies close to our destination?

I **DRAW THREE CARDS**, and the **CAPTAIN** and I take turns describing how the mission based on the cards drawn. After the card is revealed and interpreted, it is returned to the bottom of the deck.

**SPADES**, I choose:

- ▶ *One of us is badly wounded; what obvious scar does it leave?*
- ▶ *We are betrayed by someone or something; why won't we believe it?*

**HEARTS**, I choose:

- ▶ *I finally confess my truest feeling to you; do you accept or deny them?*
- ▶ *I finally leave behind our shared past; do you let go or hold on?*

**CLUBS**, I choose:

- ▶ *One of us goes too far and gives into our passions. What happens?*
- ▶ *There are explosions, lots of them. Was this planned or spontaneous?*

**DIAMONDS**, I choose:

- ▶ *Everything goes exactly according to plan, except for one thing. What is it?*
- ▶ *I leave behind something valuable and irreplaceable. What is it?*

From the three cards drawn we take the highest and narrate:

- ▶ **2-5: THE MISSION IS A FAILURE**, the worst comes to pass. How do we barely escape alive? How do things get worse for us and the crew?
- ▶ **6-9: THE MISSION IS A COMPLICATED SUCCESS**. We achieve our main goal, but what goes wrong? How are things left uncertain?
- ▶ **10 OR ROYAL: THE MISSION IS A SUCCESS**. How does it go off better than we hoped? How does it inspire the rest of the crew?

## STAGE 4 - DEBRIEFING

It's just you and me now, Captain. I choose, you answer:

- ▶ **We find reasons to celebrate**. I'm riding high on the euphoria and adrenaline; do you let loose with me or hold me back? Where does the next morning find us?
- ▶ **I admit to you how wrong I was, and I describe how I have failed you**. Do you accept my apology, or deny me any wrongdoing? Why?
- ▶ **I say what was left unsaid for too long, there's no turning away from the past**. What promises do we make to each other? Are they sincere or foolish?
- ▶ **I avoid you for days, refusing to talk to you or be alone with you**. When there's finally no escaping each other, I let my actions speak for themselves. Do you accept what I have to say or misunderstand me?



# BEFORE WE LOSE IT ALL

WE WEREN'T READY FOR THIS TRAP

**BEFORE WE LOSE IT ALL** is a mini-game for crew members who are caught off guard when the enemy attacks and boards the ship. You see a glimpse of what the enemy is capable of, and you are forced to make difficult decisions.

## PLAYING THIS MINI-GAME

When a player chooses to play this mini-game, everyone draws one card from the deck.

Everyone who has drawn a **BLACK** card is on an away mission and not present when the enemy attacks, they keep the card in their hand. Everyone who has drawn a **RED** card is present when the trap is sprung, this card is placed in the enemy's pile.

In case no one draws a **RED** card, the player who chose this mini-game asks which crew member is most fearful of the enemy. They both play this mini-game.

Each crew member on the ship describes what has changed about them since we last saw them. During the enemy's attack, anyone may ask for details about the locations, relationships, or circumstances.

The other players, whose characters are not present during the enemy attack, conduct the flow of this mini-game. Take turns leading the defending crew members. On your turn, choose one:

- ▶ Tell a crew member to choose a **CHALLENGE**
- ▶ Tell a crew member to choose a **VULNERABILITY**

When everyone's had a turn, the crew member who made the toughest decision during the enemy attack chooses an **END**.

## LOYALTY DRAW

At the end of this mini-game, the crew members who were on the ship when the enemy attacked each draw a card, face up.

- ▶ **BLACK:** *Loyalty is regained.* If the crew member keeps the card, they briefly describe what this regained loyalty looks like: a changed relationship, a new belief, a growing hope, etc. If the crew member gives their card to another player, they briefly describe a moment of closeness between them.
- ▶ **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.

## CHALLENGES

I know of a way to reprogram our defenses and weaken the enemy greatly, but there is no safe path to the computer core. I draw a card.

- ▶ **BLACK** It takes skill, bravery, and an extreme amount of luck. But I clear the path for us, and we strengthen the defenses. I keep this card in my hand.
- ▶ **RED** The enemy has predicted our every move, and I have to make a great sacrifice to avoid the enemy detecting us. This card goes into the enemy pile.

I want to mitigate the worst of this trap, and the only way to do so is with a daring plan. I draw a card.

- ▶ **BLACK** The plan goes off without a hitch, and the worst is avoided. I keep this card in my hand.
- ▶ **RED** The plan falls apart unexpectedly, and we blame each other for it. We're drawn deeper into the enemy trap and to terrible consequences. This card goes into the enemy pile.

One of us decides this is an opportunity to learn something important about our enemy, despite the incredible danger we're in. I draw a card.

- ▶ **BLACK** One of us pulls off the perfect distraction while the other discovers a harrowing truth. I keep this card in my hand.
- ▶ **RED** One of us falters, and the enemy hurts us badly before we barely escape them, for now. This card goes into the enemy pile.

BEFORE WE LOSE IT ALL

## VULNERABILITY

The enemy has taken most of our personnel, we hear their screams as they are dragged away too quickly for us to follow. I choose:

- ▶ I rush forward, heedless of the danger, and risk everything to save one of the personnel. You're forced to distract the enemy and get badly hurt. I draw a card. If it's **BLACK**, I keep it in my hand. If it's **RED**, it goes into the enemy's pile.
- ▶ I convince you that we can't risk getting taken ourselves as we must bide our time. We hide in the shadows, listening to their screams.

The enemy has found a way to turn our defenses against us. I choose:

- ▶ I trust you to take back the system, no matter what, and draw the attention of the enemy. I draw a card. If it's **BLACK**, I keep it in my hand. If it's **RED**, it goes into the enemy's pile.
- ▶ I compromise the system and destroy several key components. *What makes you suspect my loyalty?*

The enemy is focused on sabotaging our essential tech and equipment, which could cost us everything. I choose:

- ▶ I sneak in and steal what's essential for our mission. I need you to cover me. I draw a card. If it's **BLACK**, I keep it in my hand. If it's **RED**, it goes into the enemy's pile.
- ▶ I wait until the enemy walks into a trap I laid for them, and I don't care how much of our equipment I destroy to do so.

CONTINUED///

# BEFORE WE LOSE IT ALL

## ENDINGS

**The enemy leaves chaos and carnage in their wake,** and we all suffer huge losses. *But the enemy leaves behind something that gives us a glimmer of hope, what is it?*

**The enemy targeted our weakness** with brutal efficiency and without mercy. *One of us suspects a traitor among us, what evidence is there?*

**We lost almost everything,** but we protected what was most important. *What is it, and who among us paid the highest price?*

**One of us activates the self-destruction sequence,** in a brutal attempt to hurt the enemy. *We lose it all, but how do we severely compromise the enemy?*

# ONCE MORE INTO THE VOID

IS THIS OUR TRIUMPH OR OUR DOWNFALL?

**ONCE MORE INTO THE VOID** is a mini-game for all crew members about the final mission to face the enemy. This is the climax of the game, and failure, betrayal, and death beckon you closer. This is everyone's one shot to be big damn heroes, it will take loyalty and luck to see you through.

When you choose this mini-game, make sure everyone is ready to conclude this story and game together. This is the last game, and everyone plays.

## LOYALTY DRAW

Before playing this mini-game, every player draws one last card for the Loyalty Draw. As always, each card is drawn face up.

- ▶ **BLACK:** *Loyalty is regained.* If the crew member keeps the card, they briefly describe what this regained loyalty looks like: a changed relationship, a new belief, a growing hope, etc. If the crew member gives their card to another player, they briefly describe a moment of closeness between them.
- ▶ **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.

At the end of this Loyalty Draw, the Captain shows every other player all the enemy cards. Everyone gauges the enemy's strength. The Captain then shuffles the enemy's cards and places them face down.

## PLAYING THIS MINI-GAME

The Captain declares the circumstances of the final mission. Some ideas:

- ▶ *An ancient ship emerges from deep space; the crew must infiltrate the ship and disrupt the enemy's plans.*
- ▶ *The enemy has created a massive weapon capable of destroying an entire planet; the crew must find its one weakness.*
- ▶ *The enemy has done something desperate to disrupt time and space; the crew must travel to the enemy's stronghold and make things right.*

Each crew member describes what has changed about them since we last saw them. This may be the last time we see you. What hasn't changed about you throughout this story?

During the final mission, anyone may ask for details about the locations, relationships, or circumstances.

**CONTINUED///**

# ONCE MORE INTO THE VOID

## CONTINUED///

### BEGINNING THE FINAL MISSION

**You are a crew, and you face the enemy together.** The Captain takes the enemy cards and deals them equally to all the crew members, including themselves, face down. The Captain keeps any remaining cards. On each turn, the Captain chooses who faces the enemy.

*Do not reveal the enemy cards until you face a challenge.*

### FACING A CHALLENGE

On your turn, choose a **CHALLENGE** to face and answer the question. Then take the enemy hand you were dealt, reveal it, and determine the total challenge number. The total challenge number is the sum of each card's value.

- ▶ **ACE:** 1
- ▶ **PIP CARDS (2-10):** Value on the card
- ▶ **ROYALS:** 10

*For example: 2 of Hearts, 10 of Diamonds, King of Hearts = 22*

To **FACE THE CHALLENGE**, reveal all cards from your hand. The sum of all cards in your hand is compared to the total challenge number.

*For example: 5 of Clubs, 5 of Spades, 7 of Spades = 17, the player **FAILS** by 5 or less.*

### THE ULTIMATE SACRIFICE

When a crew member **FAILS** the challenge by **6 or more**, anyone can choose to sacrifice their character to save the crew member. When this happens, narrate the nature of your sacrifice. The failure is turned into a **MATCH**.

If the crew member who sacrificed themselves did not face a challenge, then that crew member's enemy cards are discarded.

### ENDING THE FINAL MISSION

When everyone's had a turn the **CAPTAIN**, or someone of their choosing, chooses an **END**.

Once the final mission is completed, everyone answers their **EPILOGUE** question.

# CHALLENGES [1/2]

**The enemy outnumber us: we are outmatched and outgunned.** *Why are we unprepared?*

- ▶ If I **MATCH** the challenge number: *What brilliant tactic do I reveal and save us all?*
- ▶ If I **FAIL** by 5 or less: *What foolish gambit do I make that costs us dearly?*
- ▶ If I **FAIL** by 6 or more: *Do I die heroically or leave behind the crew to flee?*

**Our ship, equipment, or technology fails us at a crucial moment.** *How did the enemy sabotage us?*

- ▶ If I **MATCH** the challenge number: *What strange science saves us at the last moment?*
- ▶ If I **FAIL** by 5 or less: *What terrible price must I pay to make things right?*
- ▶ If I **FAIL** by 6 or more: *Do I die heroically or leave behind the crew to flee?*

**We must take a dangerous path behind enemy lines to secure a tenuous route to victory.** *How is the enemy relentless?*

- ▶ If I **MATCH** the challenge number: *How do I shield us all from the worst of it?*
- ▶ If I **FAIL** by 5 or less: *What does my resolve weaken for all to see?*
- ▶ If I **FAIL** by 6 or more: *Do I die heroically or leave behind the crew to flee?*

**We've sent out a signal to bring together all of the galaxy and fight alongside us,** *but how has the enemy compromised our message?*

- ▶ If I **MATCH** the challenge number: *What stirring speech do I give as the signal breaks through?*
- ▶ If I **FAIL** by 5 or less: *How does the enemy overwhelm the galaxy with threat and violence?*
- ▶ If I **FAIL** by 6 or more: *Do I die heroically or leave behind the crew to flee?*

**My past catches up with me, and I have no choice but to face it.** *Why must I face this alone?*

- ▶ If I **MATCH** the challenge number: *How do you change my mind and back me up?*
- ▶ If I **FAIL** by 5 or less: *How does my pride cost me?*
- ▶ If I **FAIL** by 6 or more: *Do I die heroically or leave behind the crew to flee?*

## CONTINUED///

# CHALLENGES [2/2]

**An old friend appears, and betrays us at a critical moment.** *Why can't we raise our weapon against them?*

- ▶ If I **MATCH** the challenge number: *What words do I say to get through to them?*
- ▶ If I **FAIL by 5 or less**: *How do I falter in their presence?*
- ▶ If I **FAIL by 6 or more**: *Do I die heroically or leave behind the crew to flee?*

**The only way past this horror is if I confess a dark secret to you.** *What do I confess to?*

- ▶ If I **MATCH** the challenge number: *How do you comfort me when I reveal it?*
- ▶ If I **FAIL by 5 or less**: *How do I break your heart when I reveal it?*
- ▶ If I **FAIL by 6 or more**: *Do I die heroically or leave behind the crew to flee?*

**We are confronted by something unreal, horrifying, and larger than life.** *How is this monstrosity my fault?*

- ▶ If I **MATCH** the challenge number: *What weakness do I reveal to destroy it?*
- ▶ If I **FAIL by 5 or less**: *Why do I hesitate at a crucial moment?*
- ▶ If I **FAIL by 6 or more**: *Do I die heroically or leave behind the crew to flee?*

**The enemy unleashes a dangerous weapon, created from the sins of our past.** *How does the enemy declare this is our reckoning?*

- ▶ If I **MATCH** the challenge number: *How do I exploit a weakness in the weapon?*
- ▶ If I **FAIL by 5 or less**: *How does the weapon almost destroy our hope?*
- ▶ If I **FAIL by 6 or more**: *Do I die heroically or leave behind the crew to flee?*

**Everything is falling apart, it will take all of our skill and nerve to survive.** *Who is left behind?*

- ▶ If I **MATCH** the challenge number: *How do I lead us through the worst of it?*
- ▶ If I **FAIL by 5 or less**: *How do I become a liability?*
- ▶ If I **FAIL by 6 or more**: *Do I die heroically or leave behind the crew to flee?*

## END OF THE MISSION

If the Crew **FAILED** most of their challenges against the enemy, choose one of the following Endings:

- ▶ **The enemy prevails and our worst fears come to pass.** We each take turns describing how the galaxy is forever changed from our failure. But from the ashes of our despair, an unlikely hope rises. *Who are the new heroes and how do they ultimately prevail against the enemy, long after we are gone?*
- ▶ **All hope seems lost, but help arrives from an unlikely source.** We each take turns describing how the enemy is held back for now. In the aftermath we are lauded as heroes, as undeserving as it is. But it was only a matter of time before the enemy got exactly what they wanted. *How is the galaxy wounded in ways it will never recover from?*

If the Crew **MATCHED** most of their challenges against the enemy, choose one of the following Endings:

- ▶ **We prevail against the enemy and prove to ourselves that we are the heroes the galaxy once saw us as.** We each take turns describing how our individual reputations grow with every telling of our tale. *How do we drift apart from each other, pursuing our own destinies?*
- ▶ **We won but know we couldn't have done it without each other.** We each take turns describing how we grow closer to each other. *How do we build a new shared fate that awaits us all?*

If most of the Crew had to **SACRIFICE** themselves to match the challenges against the enemy, choose one of the following Endings:

- ▶ **We won against the enemy, but at a dire cost.** We each take turns describing what we will miss most about those who sacrificed themselves to save the galaxy. *Who returns from the dead in one way or another?*
- ▶ **We saved the galaxy, and ensured those who sacrificed themselves were known to everyone far and wide.** We each take turns describing how the reputations of the sacrificed change over the years. *Who takes advantage of these heroic tales to further their own agenda?*

Under any other circumstances, choose one of the following Endings:

- ▶ **In the final moments, we find ourselves at an impasse against the enemy.** We each take turns describing the small part of ourselves we must give up to gain a reprieve. *How do we dedicate the rest of our lives to ensure the enemy ultimately fails?*
- ▶ **What ultimately happened between us and the enemy is shrouded in secret, even from us.** We each take turns describing the fragmented memories we have, and explain why we can't trust them. *What uneasy peace does the galaxy gain, and how do we prepare for the enemy's eventual return?*



# EPILOGUE

WHAT DID IT ALL MEAN, IN THE END?

*After playing the final mini-game, **ONCE MORE INTO THE VOID**, it's time to say goodbye.*

*Make it count.*

## CONDUCTING THE EPILOGUE

Each player refers to their epilogue question. Answer the question freely.

### THE CAPTAIN

How did I **MAKE AMENDS** and **HEAL MY DAMAGED LEGACY**?

### THE VETERAN

How did I **GIVE MYSELF A CHANCE** and **HEAL DAMAGED RELATIONSHIPS**?

### THE REFORMED

How did I **KILL MY PAST** and **HEAL MY JUSTIFIED ANGER**?

### THE BELIEVER

How did I **BUILD MY OWN IDENTITY** and **HEAL MY DESIRE TO BE SAVED**?

### THE BROKEN

How did I **FACE MY TRAUMA** and **HEAL MY SELF-HATRED AND DISAPPOINTMENT**?

### THE STRANGE

How did I **DEFINE WHAT IT MEANS TO BE HUMAN** and **HEAL MY SELF-DOUBT**?

### THE BOUND

How did I **REDISCOVER MY FAITH** and **HEAL THE FEAR I HAVE OF MYSELF**?

### THE STEADFAST

How did I **FIND MY OWN PATH** and **HEAL MY DESIRE TO PROVE MY WORTH**?