Surviving Salyut7

GAME 601 - Fall 2022

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Abstract

Surviving Salyut7 is a collaborative survival game. Players take the role of astronauts aboard a space station. A catastrophic event has damaged the spacecraft and the surviving astronauts need to rebuild and maintain life support systems to stay alive. The goal is to survive until the rescue team arrives, managing vital resources and maintaining the ship.

Objective

As the surviving team of astronauts, it is your mission to repair the spacecraft and maintain vital resources until the rescue team arrives. You will need to wisely balance production of several vital resources: *water, oxygen, energy,* and *food*. You will have a limited amount of each of these at the start of the game, but they will need to be replenished and maintained for the extent of the time left until the rescue team arrives. If you can survive 10 rounds (weeks) of gameplay without running out of a vital resource or sustaining critical damage to the ship's shield, you win!

Prologue

You are astronauts aboard a space station and have just been faced with a near cataclysmic event! A meteor shower has ripped through your proximity in orbit, critically damaging your ship and knocking out several essential life support systems. You and your fellows have survived but the situation is dire.

A distress signal has been received by HQ and fortunately a rescue team is en-route. Unfortunately they are 10 weeks away from arrival and you and your fellow surviving astronauts are running out of vital resources. Maintain the ship's shield and life support systems long enough and you may see a return to home!

Game Contents

- Boards:
  - Resource Tracking Board
  - Shield Level Meter
  - Rescue Team Tracker
- Pieces:
  - 20 Water Counters
  - 20 Energy Counters
  - 20 Oxygen Counters
  - 20 Food Counters
  - 1 Rescue Team Token
  - 1 Shield Token
  - 1 D12 (12 Sided) Die
- Life Support System Cards:
  - 12 Water Reclaimer Cards
  - 12 Solar Panel Cards
  - 12 Crop Cards

Rules

1) **Setup**

    a) Set the *Rescue Team Token* to the 10 spot on the *Rescue Team Tracker*.

    b) Set the *Shield Token* to level 3 (out of 5) on the *Shield Level Meter*.

    c) Place 5 of each resource counter: *water (blue), oxygen (black), energy (yellow),* and *food (red)* on their assigned locations on the resource tracker board.

    d) Make stacks for each of the 3 types of *Life Support Cards* off the board.

    e) This game can be played with one or more players, resources will be consumed each round at a rate equal to the number of players playing.

2) **Play**

    a) The first player rolls a *D12* to start the gameplay. The result of the roll will determine the number of *Will to Survive Points (WPs)* a player may use during their turn to take actions. Actions are of the following types:

        i) **Build** - Build a life support system by moving it onto the board for the duration of the game.

            (1) Build a *Solar Panel*. Costs 5 WP.

            (2) Build a *Water Reclaimer*. Costs 5 WP.

            (3) Build a *Hydroponics Station*. Costs 5 WP.

        ii) **Repair** - Spend 7 WP to repair the space station shield, increasing it one level. Move the *shield level token* up one place on its tracker.

    b) Say for example you roll a 10 you could then take 2 build actions or one repair action. Remaining unused *Will to Survive Points* are lost.

    c) Rolling a 6 is bad luck! This roll will result in a *Meteor Shower Event*, which will damage your space station shield, lowering the shield meter 1 level.

    d) After each player rolls and uses their *WPs* to take actions, a round of *vital resource* generation takes place.

        i) For each *Solar Panel* - generate 1 energy (add to resource board)

        ii) For each *Water Reclaimer* - generate 1 water remove 1 energy

        iii) For each *Hydroponics Station* - generate 1 food & 1 oxygen, remove 1 energy and 1 water.

    e) This ends the round. Move the *Rescue Team Tracker* up down week and consume 1 *vital resource* of each type per player (eg. 2 players - remove 2 resources of each type). Every round ends in a standard consumption of *vital resources*.

    f) The game ends with a loss when either the shield is damaged down to level zero or when any of the vital resources is fully depleted. If you are able to survive ten rounds of play before hitting a game losing condition, you win!

Iconography

I. Description

To keep the mechanics of my game fairly simple, there is minimal Iconography. The game board itself consists of a space station with four different sections, one for each resource type, specifying areas for placing *Life Support System Cards* and *Vital Resource Counters*. Additionally there are two meters, one for tracking the spacecraft's shield and one for tracking how far away the rescue team is.

II. Design

WP

SOLAR PANEL

+ 1 ENERGY

WP

H2O RECLAIMER

+ 1 water

- 1 ENERGY

WP

HYDROPONICS

+ 1 Food

- 1 water

- 1 Energy

- Energy cube
  - earn 1 per resarce generater

- Water cube
  " " Earn 1 per H2O Reclaimer

- Food cube
  " " Earn 1 per Hydroponics

- Oxygen cube
  Earn 1 per Hydroponics