

Rules

Setup

1. Select a setting – or, if you want a surprise, roll the die and use the setting with the corresponding number. The setting determines who and where your characters are and the basic conflict at the center of your story. Unfold the setting board and place it in the center of the table.
 - a. Fun fact: MACGUFFIN is a movie term that refers to a person or thing that drives the plot, but serves no other purpose. In Space Pitch, each setting includes a MACGUFFIN. The MACGUFFIN must be acquired before it is activated or destroyed.
2. Shuffle the ten character cards and draw three, placing them in the HERO, VILLAIN and SIDEKICK slots in that order. If you are unsatisfied with the characters you drew, you may reshuffle the cards and redraw them once.
3. Give out one bag of tokens to each player. These tokens will mark which plot points they contributed to the story.
4. Shuffle and deal the event cards:
 - a. For four players, deal four cards to each player.
 - b. For three players, deal five cards to each player.
 - c. For two players, deal six cards to each player.
5. Draw two more cards from the event deck and place them face-up in the slots marked BANK. Place the remaining deck face-down in the slot marked DECK.
6. Decide on turn order. If you can't decide, the least-experienced writer goes first.