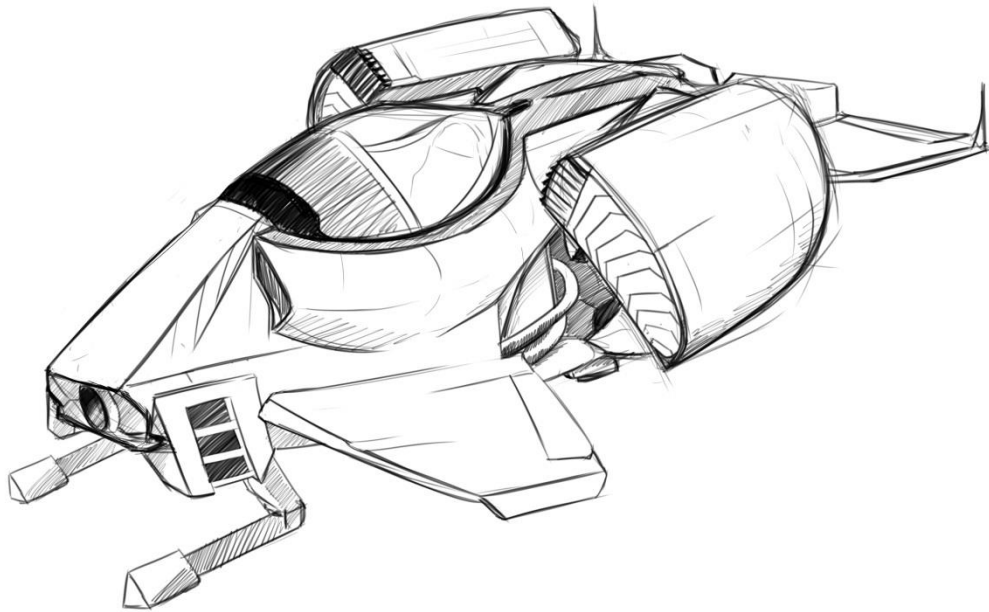


SPACE JOURNEY



A SOLO GAME BY TARCISIO LUCAS

INSPIRED BY THE GAME “Journey through Mirkwood”, by 1KM1KT

The Great Galactic War has destroyed almost every corner of the universe. You are part of the resistance, soldiers who keep the respect and loyalty to the Great Galactic Kingdom. Unexpectedly, you have obtained one vital information, capable of reversing the results of the war and finally conquering the great conflict against the Enemy.

But there is one dangerous quest ahead: you must undertake a dangerous journey of 30 light-days, to the planet Haratha, capital of the Great Intergalactic Kingdom, to personally deliver this precious information to the Supreme Queen.

Everything and everyone in the universe depends on you and your ship.

Welcome to Space Journey!

What you need to play:

- Paper, to take notes
- 1d6
- pencil and eraser

courage and spirit of adventure

Space Journey is played in turns. Each turn represents a day of travel. The goal is to survive 30 days, which means that the Information was delivered to the great Supreme Queen, and the War is over.

Each day of travel (ie, every turn) you will play **1d6** and will check the **Logbook Table**. This table will tell you what event will happen that day, taking you to the corresponding table.

You may have an ENCOUNTER, and then you have to fight against Enemy spaceships, Space Pirates, or even cosmic entities. You may find a TREASURE, some equipment that will help you with bonus and / or experience. There are also TRAPS, which can be unforeseen events or even actions of the Enemy or another person or group, which will hinder and disrupt your mission. It is possible that in some days nothing happens. This will happen when the table indicates REST.

And finally we have the SPECIAL, quite unusual events, that can be beneficial or not to your journey.

Your Spaceship

Your spaceship and your team act as one single character, and has 2 Attributes:

Resistance and Experience.

RESISTANCE measures the ability to withstand damage and resist attacks. When the Resistance drops to zero, the mission failed and everyone - team and ship - was destroyed.

The initial RESISTANCE is 10.

EXPERIENCE measures the team's knowledge as well as the ability to identify and deal with threats. The player can exchange experience points for dice roll bonus.

The initial EXPERIENCE is 0.

Combat

Whenever the result of the **Logbook Table** indicates ENCOUNTER, we will have a combat.

Beside each danger in the Encounter table, we have a number in parentheses; this number represents the strength of the encounter, the value that the player must equal or surpass in a roll of 1d6. If the result is equal to or greater, the player has won the challenge, and receives 1 Experience point for it. Only one hit is necessary for the player to win the combat. But If the dice shows a lower value, the player loses 1 Resistance point, and must play again until he or she hits, or until loses all your Resistance points, which is the end of the game. If it happens, you lost.

Using Experience Points

At any time the player can exchange their experience points, as follows:

- 3 Experience points can be exchanged for 1 bonus of +1 on the roll of 1 die in 1 Match/combat. The player may decide to do it AFTER the roll of the die.
- the player can exchange 2 experience points for 1 Resistance point, but can not exceed the initial limit of 10 Resistance points.

Tables

LOGBOOK TABLE

(1d6)

- | |
|--------------|
| 1- Encounter |
| 2- Rest |
| 3- Treasure |
| 4- Trap |
| 5- Special |
| 6- Encounter |

TREASURE TABLE

(1d6)

- 1- **Weapon** +1 against Pirate Spaceship
- 2- **Force Field** + 1 against Cosmic Entity
- 3- **Supplies** +2 Resistance
- 4- **New Information** +2 XP and +2 Turns
- 5- **Laser** +1 against Ancestral Creature
- 6- **Auxiliary spaceship** +1 against Bounty Hunter

ENCOUNTER TABLE

(1D6)

- 1- **Pirate Spaceship (3)**
- 2- **Cosmic Entity (5)**
- 3- **Infected Ship (4)**
- 4- **Enemy Fleet (4)**
- 5- **Ancestral Creature (5)**
- 6- **Bounty Hunter (3)**

TRAP TABLE

(1D6)

- 1- **Asteroid Circle:** - 2 Resistance
- 2- **Solar storm:** - 1 resistance,
- 3- **Dimensional interference:** -2 Resist.
- 4- **Thievery:** -2 treasures OR -2 Resist.
- 5- **Damaged Spaceship:** -2 Experience
OR -2 Resist.
- 6- **Supernova:** - 5 Resist.

SPECIAL TABLE

(1D6)

1 - 2: Black Hole (1d6)

(1-2: +2 XP; 3-4: - 2 Resist; 5-6: Nothing)

3 – 4: Conflict Zone: - 2 Resist., +2 XP

5 – 6: Abduction: Lose all your treasures

There are 2 different ways to play Space Journey. The Simple Mode, and the Advanced one.

Simple Mode

In this mode, just roll the dice and consult the tables, resolving the conflicts that appear, without any kind of roleplay, as a normal board game.

Advanced Mode

The mechanics of the advanced mode is the same as the previous one, but with the insertion of elements of solo roleplay. Here, it is not just rolling the dice and jotting down the results; here we will imagine every detail of the journey.

Before you start counting the days, imagine who you are, who your team is, what the reason for this great conflict is. Define who the enemies are. How looks like the Planet Haratha, how is the Supreme Queen. Use idea generators or Oracles to get these answers, if it helps you.

At every encounter, treasure, trap or special event, take time to visualize in details. For example, if the Encounter is with a Cosmic Entity, you can create the history of that entity, its purposes, its origin. Again, use Oracles and Idea Generators if you need to. If through this process you decide that some bonus or penalties should be applied, just do it! It is a solo game, all is in your hands.

Take notes of all those things, day by day.

After all, even if you don't finish well the mission, you will have built a very good (or at least, funny) space story.