

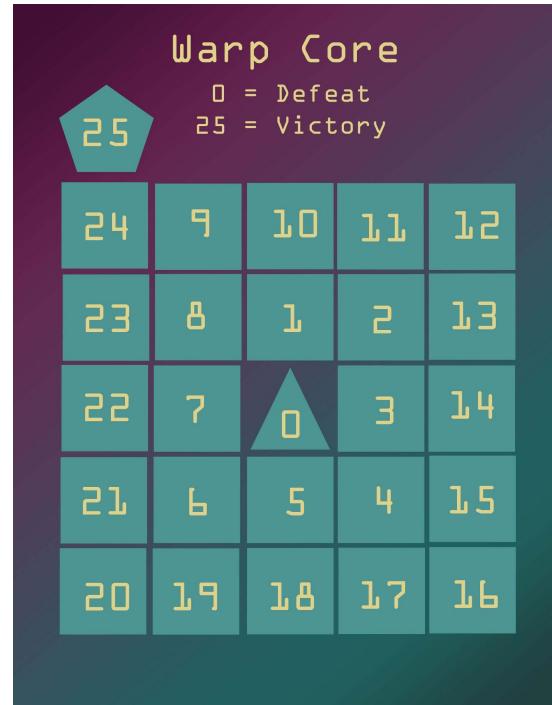
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GAME 601

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Rules for *Adrift*

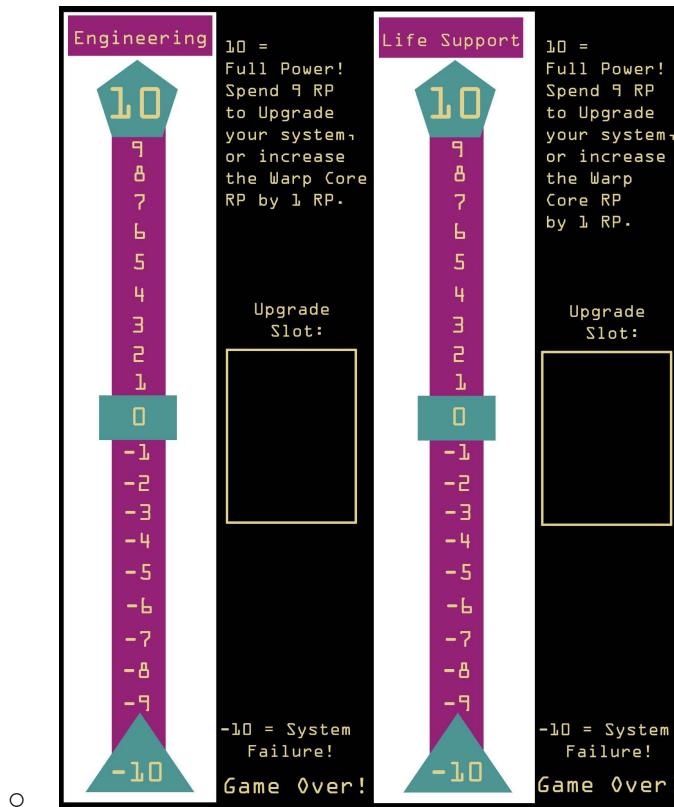
- *Adrift* is a cooperative resource management game about repairing a damaged spaceship while traveling the galaxy.
- The goal of *Adrift* is to repair the ship's Warp Core, which powers all its systems. The Warp Core is fully repaired when it reaches 25 Resource Points (RP).
 - There are also three ways to lose the game:
 - Finish out the deck without repairing the Warp Core.
 - Lose an essential system.
 - Hit Warp Core Zero.
- Players take the roles of crew members operating essential systems, making decisions about how to manage the ship's resources.
- The Warp Core
 - The Warp Core fuels the spaceship by producing Resource Points, but it has been damaged and no longer produces new RP on its own.
 - Resource Points represent the abstract resources that power the spaceship and systems, and the materials used to construct and repair them.
 - At the beginning of the game, the Warp Core holds 12 RP, but will not replenish itself.
 - The Warp Core needs to end every turn with at least 1 RP in the tank. If the Warp Core ever reaches Zero, it shuts down permanently and the players lose the game.
 - The Warp Core's Resource Points are indicated by the position of the token on the Warp Core Grid.
 - Players indicate their draw on the Warp Core by moving the token back one square for every Resource Point they're taking.



- Ship Systems
 - Every player takes on the role of a crew member managing an essential system on the spaceship. There are four core systems:
 - Life Support, managed by the Captain
 - Navigation, managed by the Navigator
 - Defenses, managed by the Gunner
 - Engineering, managed by the Engineer
 - Each of these systems starts with 6 RP in their number lines.
 - Each of these systems is powered by the Warp Core, and can draw RP from the Warp Core at the beginning of their turn.
 - When a system hits 10 RP, it is at Full Power.
 - When a system reaches Full Power, the player can spend 8 of their Resource Points in order to do one of two things:
 - Buy a permanent Upgrade to their system, which gives them a new power to use on their turn.
 - Increase the Warp Core RP by 3.
 - Players don't have to spend their RP on one of these two options when they hit 10, if they have an Upgrade that allows them to transfer RP to

another player or spend it another way.

- If a ship system sinks below Zero Resource Points, it is now in danger of system failure. If a system drops all the way to -10 Resource Points, the system fails and the ship is destroyed.
- A ship system's Resources are indicated by the position of a token on the system's number line.



- Upgrades
 - Upgrades are special cards that can be purchased when a ship system reaches Full Power
 - Upgrades cost 8 Resource Points, bringing the system down to 2 when they are purchased.
 - Upgrades confer special benefits onto the systems that install them.
 - They can protect a system from shut down if it reaches -10 Resource Points.
 - They can allow players to sacrifice their Resource Points to boost other players' Resources.

- They can give players the chance to look ahead in the Event Card deck.
 - They can allow players to counter the negative effects of Event Cards.
 - They can allow players to transfer RP from their system to the Warp Core more efficiently.
- Using the powers provided by Upgrades costs the player a small amount of RP.
- A system can only have one Upgrade at a time. If a player wants to purchase a new Upgrade, they must give up the old one.
- Event Cards
 - Event Cards are drawn every turn and present the player who draws them with a challenge or an option that will affect their ship system.
 - Most Event Cards have a Threshold to beat, which the player must match with their current Resource level.
 - If the player can match or beat that Threshold, they gain some bonus Resource points, as indicated on the card.
 - If the player cannot match or beat the Threshold, they lose some Resource points, as indicated on the card.
 - Some Event Cards do not have a Threshold to beat, but instead provide the player with an action to take, or an opportunity to hold the card and deploy it at a time of their choosing.
- Set-Up
 - Place the Warp Core in the middle of all the players with its token at 12 RP.
 - Place the system number lines in front of each of the players with their tokens at 6 RP.
 - Place the Upgrade cards face up in a row near the Warp Core, where all the players can reach them.
 - Shuffle the Event Cards and place the deck face down where all the players can reach them. Discard Event Cards face down somewhere everyone can reach.
 - Start the game. The player with the most lifetime hours spent watching *Star Trek* goes first.
- Turn Structure
 - A player starts their turn by deciding whether or not to draw any RP from the

Warp Core, and adjusts their number line accordingly.

- The player draws an Event Card, reads it, and adjusts their number line accordingly.
- If they reach Full Power, they decide how to spend those 10 RP.
- At any time during their turn, a player can choose to use any Upgrade powers or special cards they hold as well.
- Once the player has drawn from the Warp Core, taken an Event Card, and used any powers or taken any RP-spending options available, their turn ends.

Warp Core

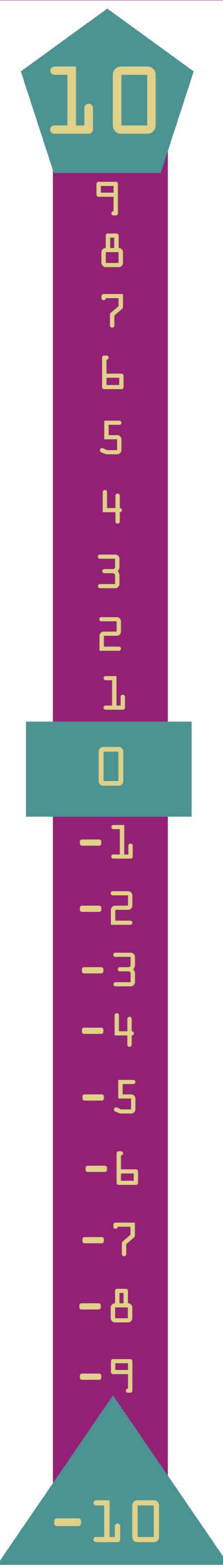
0 = Defeat

25 = Victory

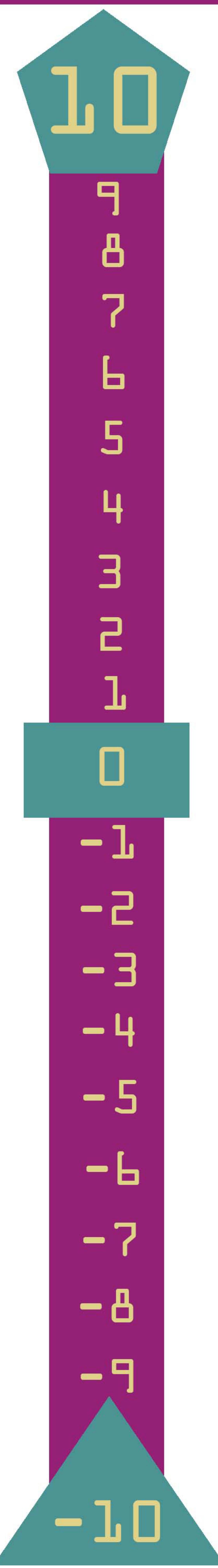
25

24	9	10	11	12
23	8	1	2	13
22	?	0	3	14
21	6	5	4	15
20	19	18	17	16

Navigation



Defenses



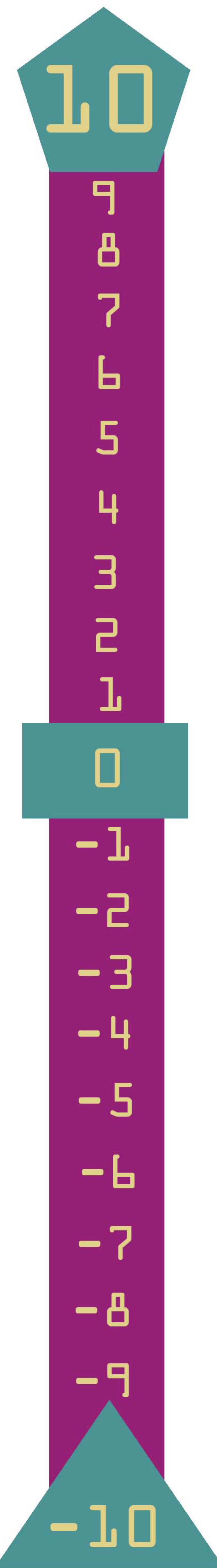
10 =
Full Power!
Spend 8 RP
to Upgrade
your system,
or increase
the Warp Core
RP by 3 RP.

Upgrade Slot:

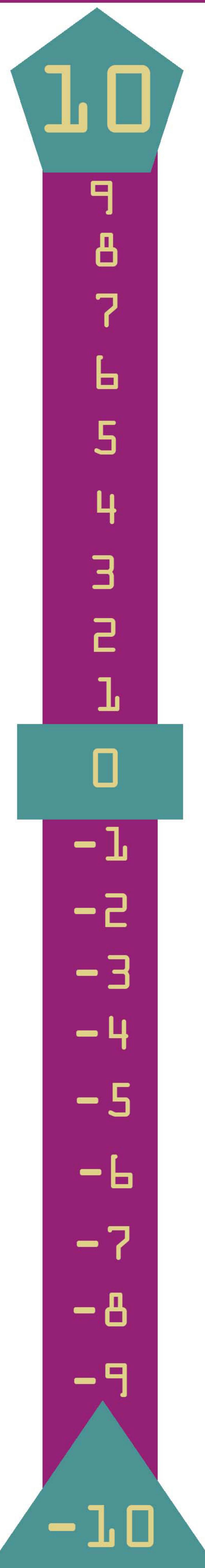
-10 = System Failure!

Game Over!

Engineering



Life Support



10 = Full Power!
Spend 8 RP
to Upgrade
your system,
or increase
the Warp Core
RP by 3 RP.

Upgrade Slot:

-10 = System Failure!

Game Over!

Upgrade:
Brilliant but
Irascible Expert

While you
hold this card,
you can trade **2**
of your RP
to add **1** RP
to the Warp Core
during your turn.

Upgrade:
Secret
Activation Codes

While you
hold this card,
you can trade **2**
of your RP
to add **1** RP
to the Warp Core
during your turn.

Upgrade:
Octopoid Mechanics
of Alpha Centauri

While you
hold this card,
your system cannot
shut down.
Instead of hitting
-10 RP,
stay at **-9**.

Upgrade:
Emergency
Heroism Generator

While you
hold this card,
your system cannot
shut down.
Instead of hitting
-10 RP,
stay at **-9**.

Upgrade:
Skillful Space
Nymphs of Tau Ceti

While you
hold this card,
you can spend **4** RP
to cancel out the
effects of an
Event Card,
even one drawn by
another player.

Upgrade:
Nanofleet of
Repair Bots

While you
hold this card,
you can divert
your RP directly
to another
player's system.

Upgrade:
Junkyard Steve
and His Bag of
Tricks

While you
hold this card,
you can spend **2** RP
to look ahead
in the deck
by three cards,
and reorder those
cards as you like.

Upgrade:
Back From the Dead

While you
hold this card,
your system cannot
shut down.
Instead of hitting
-10 RP,
stay at **-9**.

A Little Bit
of Smooth Talking

If your system
is at **6** RP or
higher,
trade **4** RP to
gain an Upgrade.

Three to Five
Finger Discount

If your system
is at **5** RP or
higher,
trade **3** RP to
gain an Upgrade.

Long Service
Award

Gain an Upgrade
at no cost.

The Old Grad
School Try

If your system
is at **5** RP or
higher,
trade **3** RP to
gain an Upgrade.

Total Unit
Cohesion

Keep this card.
Discard it at
any time to
give another
player **4** RP.

Psychic
Unity

Keep this card.
Discard it at
any time to
give another
player **3** RP.

Tremendous
Team-Up

Keep this card.
Discard it at
any time to
give another
player **2** RP.

Brotherly Love

Keep this card.
Discard it at
any time to
give another
player **1** RP.

Karaoke with the Captain

Threshold



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

All-Powerful Space Wizard

Threshold



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Aggressive Negotiations

Threshold



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Hull Breach

Threshold



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Assimilation Threat

Threshold



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Slingshot Around the Sun

Threshold



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Stowaway

Threshold



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Mirror Universe

Threshold



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Alien Arranged Marriage

Threshold



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Food Cube Shortage

Threshold



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Minor Galactic War

Threshold



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Lasers. Everywhere.

Threshold



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Your Future Son (He's Evil)

Threshold



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Space Allergies

Threshold



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Holodeck Incident

Threshold



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Brain Worms

Threshold



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Bypass the
Proton
Confabulator!

Keep this card.
Discard it
at any time
to give your
system **2** RP.

Interstellar Smuggling Ring

Keep this card.
As long as you
hold this card,
you gain **1** RP
at the beginning
of your turn.
If you're holding
this card when
"Jack-Booted
Space Facists"
is drawn,
the Warp Core loses
5 RP.

Jack-Booted Space Facists

Keep this card.
As long as you
hold this card,
you gain **1** RP
at the beginning
of your turn.
If you're holding
this card when
"Interstellar
Smuggling Ring"
is drawn,
the Warp Core loses
5 RP.

Double Trouble

Change your
system's RP to
match the RP
of the player
on your left.

Deus Ex Machina

All systems
gain **2** RP.

Kessel Run

If every ship
system is at
a positive level
of RP,
add **2** RP
to the Warp Core.

Activate the Neutrino Pump!

Keep this card.
Discard it
at any time
to give your
system **3** RP.

Critical System Failure

All systems,
including the
Warp Core,
lose **2** RP.

Oddly Earth-Like Planet

The Warp Core
gains **1** RP.

Time Travel

Reverse
the effects of the
last Event Card
drawn,
if you want.

Relaxing on the Spa Planet

The Warp Core
gains **1** RP.

Good Deal at the Commerce Planet

Keep this card.
Discard it at
any time to
give your system
2 RP.

Asteroid Storm

Every ship system
loses **2** RP,
but the Warp Core
gains **2** RP.

Break for Tea Time

Keep this card.
Discard it at
any time to
give your system
1 RP.

Possibly Stolen Alien Artifacts

Keep this card.
Discard it at
any time to
give your system
1 RP.

A Favor from the Ganymede Mob

If your system
is at **7** RP or
higher,
trade **4** RP to
gain an Upgrade.

Uniforms Too Tight

Threshold

-5

5



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Space Therapy

Threshold

-2

4

2



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Space Pirate Fleet

Threshold

5

3



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Major Galactic War

Threshold

7

3



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Black Hole

Threshold

8

2



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Rogue AI

Threshold

-4

6

3



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Dilithium Crystal Shortage

Threshold

4

2



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Critters

Threshold

2

2



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Filter Failure

Threshold

3

2



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Weird Alternate Universe

Threshold

-3

5

3



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Bullseye A Womprat

Threshold

-1

2



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Attack of the Nebulons

Threshold

3

2



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Teleporter Incident

Threshold

-6

6



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

A Persistent Itch

Threshold

-1

-3

3



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

You But Tiny

Threshold

-2

4



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

So Much Fungus

Threshold

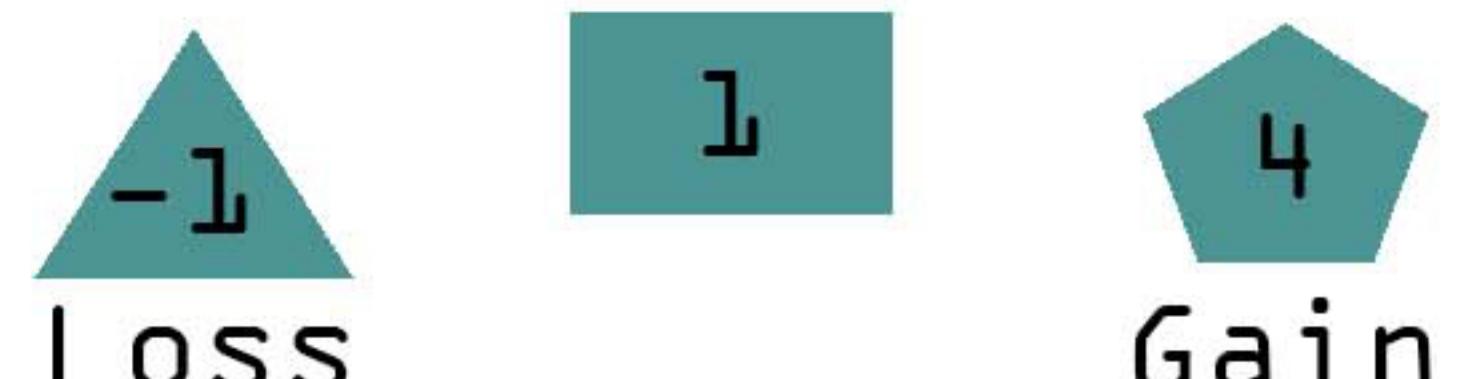
3

2



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Devolve Into Cavemen Threshold



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Really Weird Vibes Threshold



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Wild Night At The Cantina Threshold



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Space Cannibals (eek!) Threshold



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Hungry Moon Monster Threshold



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Space Dogfight Threshold



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Gangster Planet Threshold



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Ghosts???



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Lost The Ship Keys Threshold



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Crunchetization Ray Threshold



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Sexy Alien



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Extended Trade Negotiation Threshold



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Order of Wise Space Monks Threshold



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Your Evil Twin Threshold



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Your Good Twin Threshold



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.

Temporary Invisibility Threshold



If your system meets or exceeds the RP Threshold on this card, gain the indicated number of RP.