Five Days in Space

Concept

Your team of 5 - 7 people are on their way back to Earth from a distant planet after a mission to collect various space minerals. On your way back, you wake up from cryosleep to find the ship has been tampered with and all of the ship's systems have broken down. Alien parasites that came from the minerals on the planet have taken over 2 of your crew members. The humans can survive 5 days with broken systems before the systems shut down for good.

Game Components

  ➢ 1 Board
  ➢ 7 Identification Cards
  ➢ Not all must be used
  ➢ 2 Alien Cards
  ➢ 5 Human Cards
  ➢ 5 Repair Cards
  ➢ 5 Sabotage Cards
  ➢ 7 Room Repaired Tokens
  ➢ 1 Captain Identification Token
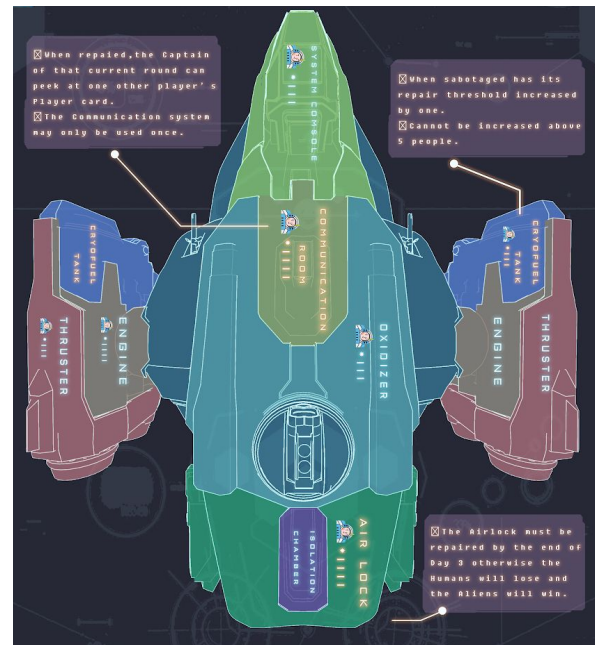 ➢ 1 Day Tracker

Basic Objectives

  ➢ Humans:

    To repair all systems **OR** to vote out the two aliens

  ➢ Aliens:

   To prevent the humans from completing either objective

Game Setup

At the start of the game each player gets a single player card signifying if they are a Human or an Alien.

The aliens will find out who their counterpart is by:

➢ All players will close their eyes
➢ Aliens will open their eyes to see the other alien
➢ Aliens will close their eyes
➢ All players will open their eyes and begin the first round
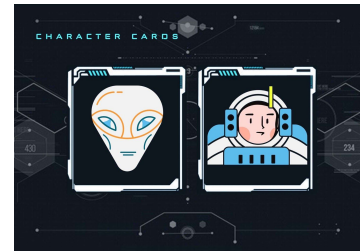
A Captain will be chosen for the start of the game by which player the helm of the spaceship points to. The Captain will rotate to the right of the current Captain at the end of each round. The Day Tracker should then be placed on the first day of the week and the game will begin.

Playing a Round (Day)

Each player will decide what systems they want the group to attempt to repair. If there is a dispute the Captain has the final say. A player may only go to work on one system per round. Each system will be evaluated one at a time (See **System Repair)**. Once all systems are evaluated then players can discuss the results. At the end of each round, the Captain may nominate a single player to be put into the isolation chamber for the next round.

To Vote:

➤ Each player besides the nominated player can vote yay or nay to isolate the nominated player

➤ A majority vote (greater than 50%) must be achieved to place someone in isolation

➤ A player cannot be in the isolation chamber for two rounds in a row

At the end of the round the Captain role will rotate to the right of the current Captain. The Day Tracker will move to the next day. If the game hasn't yet ended by the end of the 5th day, the players will have one last chance to vote out the aliens before the game is concluded.

System Repair

Each system requires a different amount of people to repair it and the player count must be met to attempt a repair. If the player criteria is met and the players attempt a repair on a system.
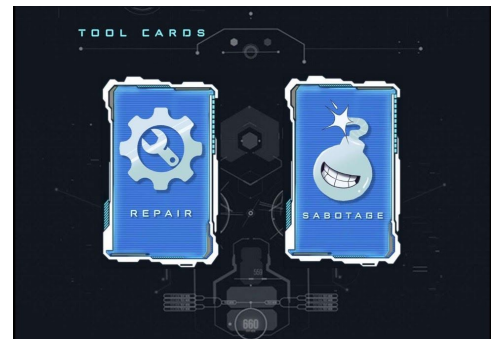
Steps of Attempting Repair:

➤ The players on the system each take a Repair card and Sabotage card

➤ The humans can only play Repair cards, while the aliens can play either a Repair card or a Sabotage card

➤ Each player picks a card from their hand and puts it into a pile in the middle, then one player shuffles the cards so that they cannot see the cards

➤ The players then put their leftover cards into a discard pile. This pile must be shuffled as well to preserve anonymity

- ➢ The shuffled pile is then revealed
  - ○ If at least one sabotage card is among the cards revealed, the system is not repaired
  - ○ If there are no sabotage cards among the cards revealed, the system is repaired
- ➢ The Repair and Sabotage cards are then all mixed back together for the next system
- ➢ Repair the next system or continue with the round if no more systems are being repaired

Systems

- ➢ Oxidizer - 3 People Required
- ➢ System Console - 3 People Required
- ➢ Thrusters - 3 People Required
- ➢ Cryofuel Tank - 3 People Required
- ➢ Airlock - 4 People Required
- ➢ Engine - 4 People Required
- ➢ Communications - 4 People Required

Airlock System

The Airlock is a special system on the ship and must be repaired by the end of Day 3 otherwise the Humans will lose and the Aliens will win

Communication System

The Communications System is a special system where when repaired, the Captain of that current round can peek at one other player's Player card. Only the Captain may see the Player card, but the Captain may announce the role of that Player if they desire. They are not obligated to tell the truth. The Communication System may only be used once.

Cryofuel Tank

The Cryofuel Tank is a special system that when sabotaged has it's repair threshold increased by one. The Cyrofuel Tank's repair threshold cannot be increased above 5 people.

Voting on the Aliens

If at least 5 players agree on any day or if there are still unrepaired systems at the end of the five days, the players have a chance to vote two players out of the spacecraft. **This can only be done once per game.** If both of the Aliens are voted out then the Humans win, however if even 1 Alien is still on board the Humans will lose.

To Vote:

- ➤ Each player should choose two players that they will vote off the ship
- ➤ When all players know who they will vote for, all players should at the same time vote by giving one of their voting tokens to both of the players they are voting for.
- ➤ The votes should be counted for each player. The two players with the highest number of votes are then sent out of the airlock into space.
- ➤ In the event of a tie for the second highest votes, players will vote again only voting for one of the players that was in the tie.
- ➤ Once two players have been voted off, the game ends and the Aliens reveal themselves.