

# locked out

## Introduction

A bunch of criminals in the year 2368, you and your gang just completed a burglary and stole a spacecraft to return to your hideout.

Unfortunately, after takeoff, the board computer detected the tampering and locked you out, leaving you unable to navigate. You are on a wrong course, which will surely get you caught; and your resources are running out.

There are tools on board that will help you regain control over the ship, change your course and escape. But if greedy companions want to steal these, will you be able to make it?



## List of Components

- 18 resource cards (6 red, 6 yellow, 6 blue)
- 16 access cards (8 orange, 8 purple)
- 22 loot cards (green)
- 1 maintenance card (white)
- 1 card stand
- 6 pawn tokens (opaque)
- 3 resource tokens (transparent)
- 2 parts of the rulebook
- 1 playing board.

## Objective

Your gang's objective is to gain access to the board computer before any of the resources runs out.

Your personal objective is to get the biggest financial gain, but beware: this may jeopardize the gang's objective! If the gang fails to escape, the player who pocketed the *smallest* amount wins.

## Overview

The game board represents your ship and has four zones: cyan, orange, purple and green. The game plays in two stages: at the start of the game (stage one), only the cyan zone is accessible. Players must search the cyan rooms for useful objects (cards). Playing the right set of orange cards unlocks stage two by granting access to the orange zone. Then, with the right set of purple access cards, access to the board computer is obtained.

The green zone (the engine compartment) is never accessible; it is only there for keeping track of resources.

## Resources

There are three resources: oxygen (blue), electrical power (yellow) and fuel (red). These will deplete during the game, and are kept track of using transparent tokens in the engine compartment space.

## The Cards

The maintenance card (white) is only a tracker. It does not go in the deck. All other cards represent objects you can find. They have a monetary value in znooties (₪) and a category (indicated by their color).


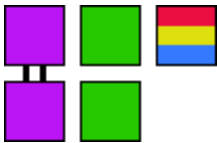
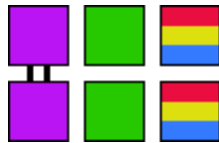
- Resource cards (red, yellow & blue) slow down the depletion of resources.
- Access cards (orange & purple) help access other zones of the ship.
- Loot cards (green) have a monetary value and can help find more objects.

## Setup

Place the board flat on the table. Reserve some space around it for draw piles and play areas (see figure).

Deal each player one "Share of the Booty" card; take all remaining such cards out of the game. Take the other 16 loot cards from the deck and shuffle them. Take all resource cards from the deck and shuffle them.

Divide the cards into eight draw piles:

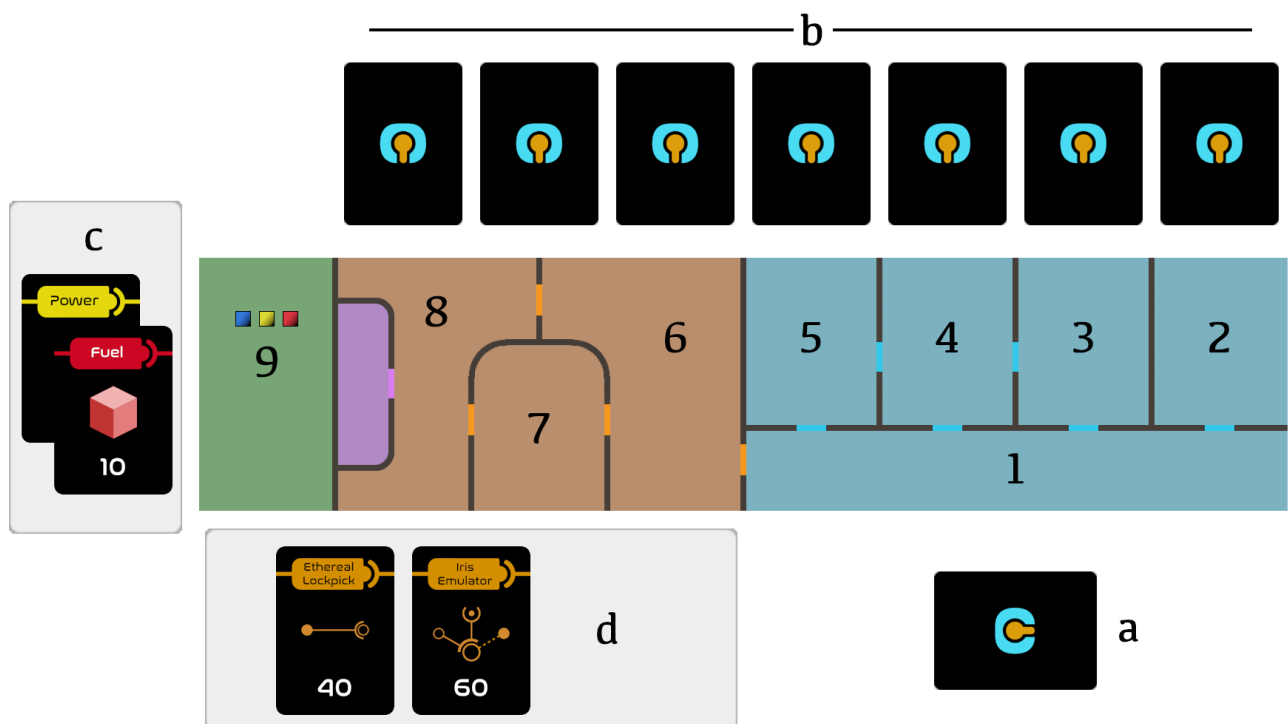
<b>Piles 1-4:</b> two identical orange cards, two random loot cards, one random resource card.	<b>Pile 5:</b> two identical purple cards, two random loot cards, one random resource card.	<b>Piles 6-8:</b> two identical purple cards, two random loot cards, two random resource cards.
		

Randomly assign piles 1-5 to the four rooms and corridor in the cyan zone, and piles 6-8 to the rooms in the orange zone. Tip: have two players blindly swap piles for proper randomization.

Put the remaining resource cards on the corridor pile. Shuffle each pile well and place it as a draw pile in the assigned location on the table (see figure).

Put the transparent tokens in the engine compartment space: all on [8] for a 3- or 4-player game; all on [7] for a 5-player game; all on [6] for a 6-player game.

Have each player choose one of the opaque tokens for pawn and put them in the corridor space. Determine which player begins. They are automatically the first *maintenance player*; put the maintenance card in the card stand and place it in front of this player on the table.



- 1. corridor
- 2-8. rooms
- 9. engine compartment  
with resource tokens

- a. draw pile for corridor
- b. draw piles for rooms 2-8
- c. play area for resource cards
- d. play area for access cards

## Gameplay, Summarized

On your turn, you must **move** your pawn through a doorway to an adjacent *accessible* room.

If any cards are left in the draw pile for that room, **draw** one from that pile and add it to your hand.

Next, you may **play** any number of cards from your hand.

Play passes clockwise to the next player. If there are any cards in a play area on the table, leave them there.

## After Drawing: Interception

If there are other players in the same room when you draw a card, look at the card and show it to them, one player at a time, in clockwise order.

If any of these players wants to, they may swap the card with one from their hand. After any swap, add the swapped card to your hand; don't show it around any further. If no swap takes place, add the card you drew to your hand.

## How to Play Cards

- To bring the game closer to the common objective, play **access cards** to the access card play area. They might not have an effect immediately, but they are left on the table between turns until they do (see *Acquiring Access* below).

Both orange and purple cards may be played in both the first and second stages of the game.

- To slow down the depletion of resources, play **resource cards** to the resource card play area. These are left there between turns (see *Depleting Resources* below).

There are two copies of each access card in the game, and multiple copies of each type of resource card. Duplicates may be played, but these have no additional effect.

- To search the room more carefully for extra objects, play **loot cards** and/or **resource cards** totalling *exactly* 30 znooties. Discard these and draw one more card from the pile for that room. You may do this only once per turn, and only if the room's draw pile is not empty. This extra card is treated exactly like the first one (see *Interception* above).

*The story behind this: when searching the room more carefully, you pay less attention to your own belongings. Someone gets away with some of your objects.*

## After Playing (1): Acquiring Access

As soon as there are *four different orange* access cards in the play area, the game enters the second stage and the orange zone of the ship becomes accessible. Discard all orange access cards from the play area.

As soon as there are *four different purple* access cards in the play area, your gang is successful in gaining access to the board computer. You escape and the game ends.

## After Playing (2): Accusation

Whenever you play an access card on your turn, you must accuse another player of your choice (the "accusee") that they are holding on to an access card.

- If the accusee does indeed have an access card, they may choose to play it to the access card play area. This does not trigger another accusation.
- If the accusee does not play an access card or claims not to be able to do so, you may check half of the cards from their hand (rounded up, you pick these randomly) If these cards *do* contain any access cards, you must choose one and play it to the access card play area. This does not trigger another accusation. Return the remaining cards to the accusee.

## After Play Passes: Depleting Resources

If you are the maintenance player when play passes to you (except on the first turn), you must first register the depletion of resources. Move each resource token in the engine compartment to the next lower number (zero = off the board), except if a corresponding resource card has been played to the resource card play area. Duplicate cards have no additional effect. Next, discard all resource cards from the play area.

*If any of the tokens moves to zero, your ship's course cannot be changed any more. Your gang was unsuccessful and will be caught. The game ends.*

For a 4-, 5- or 6-player game, pass the maintenance card anticlockwise (to the previous player). For a 3-player game, pass it clockwise to the next player, who must wait one round before next adjusting the resource tokens.

After passing the maintenance card on, you continue with your own turn.

## Winning the Game

When the game has ended, every player adds up the total monetary value of the cards in their hand. If the gang was able to escape, the player with the highest value wins. If the gang was unsuccessful, the player with the *lowest* value wins, as they are considered to have been the most cooperative.

## Strategic Tips

Players may want to hold on to valuable access cards instead of playing them. Try to keep track of access cards. Make use of the knowledge that rooms contain pairs of identical access cards. Discuss with other players what your priorities are and which rooms are useful to visit.

*You may share information about the cards that other players are holding. You may also lie. You are criminals after all!*

## Acknowledgements

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