SSΩ

Main Rules

S.S.O.

04/05/52 – The S.S.Omega, our final hope,
*   is launched.*
*18/12/52 – After a hopelessly garbled message,*
*   all communication with S.S.O. is*
*   lost.*
30/06/59 – Rescue mission Alpha finally
*   overhauls the S.S.O.*

– Alpha mission's Captain's log: As we step
aboard something seems amiss. The Omega
is close to failure, though it and its A.I.
appear functional, no crew have presented
themselves. Our sole priority is the Omega,
my crew and I understand that fact in all
its ramifications.

+ O.M.A.I. + Welcome aboard the Omega. How
may I assist?

Place the 13 White and
Yellow Locations text side
up aligned such that all
the doors line up and each
Pod has exactly 1 Solar
**Array attached**, thusly:
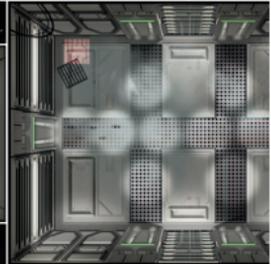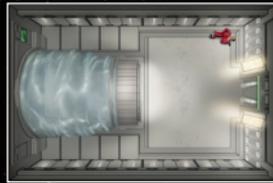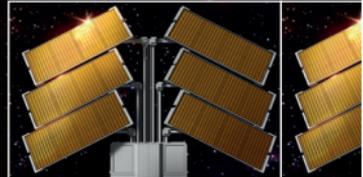
CONTENTS:
Your box should contain: 24 red backed
Challenge Cards; 12 blue backed Activation
Cards; 12 green backed Crew Cards; 6 numbered
Mission Cards; 6 Quick Ref Cards; 1 General
Oxygen Count; 12 fully illustrated Location
Cards; 1 double sized Location Card; 56
counters; these Rules.

OBJECTIVE:
The aim of the game SSO is to possess at
least one living crew when the current
challenge has been dealt with by exhausting
the Challenge Deck.

SET UP:
Decide to play either Challenge or Story
difficulty. First time players should choose
Story.
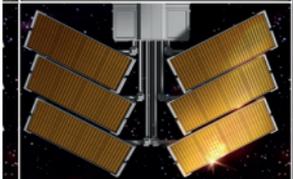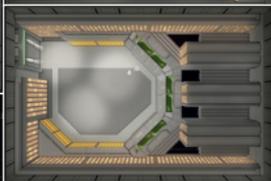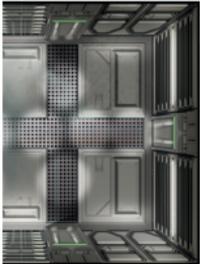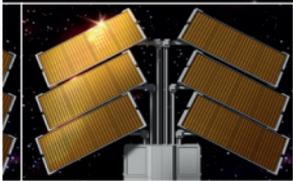
The Radio **Pod** is **adjacent** to the
Oxygen Hydro **Pod** and the Central
Corridor, and **attached** to the
Solar **Array** directly above it.

Locations have types, **Module**, **Pod**, **Array** and **Airlock**, as well as individual names. **Arrays** are 'yellow', all other Locations are 'white'. Two touching locations of the same 'colour' are **adjacent**, two touching locations of different 'colours' are **attached**. A face down Location loses all qualities, including its name, except its 'colour'.

For 1-4 players, deal each player 1 face up **Command** Crew Card then starting with the player with the lowest ranked Crew Card and moving up deal each player face up non-**Command** Crew until there are 4 face up Crew Cards for Challenge difficulty or 6 for Story difficulty. Then deal each player 1 face down Crew Card.

For 5-6 players, deal each player 1 face up Crew Card. For Story difficulty only, deal each 1 additional face down Crew Card.

Command Crew are those with their Rank marked in **Orange** (the Captain, Psychiatrist, First Officer and Pilot). Face down Crew Cards represent rescue Crew still in deep suspension to be activated in case of emergency. Face down Crew do not count as living Crew.

Experienced players may choose to flip any of their Crew Cards face up in return for flipping the same number face down. Place a token matching each Crew's colour and rank on their cards. Place green tokens on each face up Crew's Oxygen 0 and Morale 4 and move their coloured tokens to the Central Corridor. If playing with multiple Challenge Decks all but one player turns away while the remaining player unboxes and stacks all Challenge Decks with their Mission Cards on top, they turn away as the other players turn back, select one deck and return all others to the box. Shuffle and place face down the red backed Challenge Deck and blue backed Activation Deck. Place the six Mission Cards out separately number side up. Place the blue marker on the Oxygen track's blue 0 and the red marker on the Oxygen track's red space equal to the number of living Crew x 2.

- *I'm told the A.I.'s upbeat attitude can be vital in long range mission psychology. I'm told a lot of things.*
+ *Congratulations! You have engaged basic life support. Go Team!*

OPTIONS:
Throughout SSO instructions without the following "option" terms have to be followed exactly as written. When "**may**" occurs the relevant player follows the instructions or not, entirely as they choose, and to the degree that they choose. When "**must**" occurs the relevant player follows the instructions fully and exactly or the relevant event or action fails to take place, though players are free not to follow the instructions and allow the event to fail. When "**try**" occurs the relevant player follows the instructions to the fullest degree possible.

The Astronaut's Crew action reads: **Must** reduce General Oxygen by 6, **may** increase this Crew's Personal Oxygen by 6, so the General Oxygen has to be reduced by 6 or nothing happens but the Astronaut's own oxygen can be increased by 0-6 points however the controlling player wishes. The Captain's ability reads: At the end of Challenge Phase step 5 **must** have this Crew **die** and skip next step. So the player can have the Captain not die and not skip the step as they wish. Challenge Card Vent Oxygen reads: **try** to reduce General Oxygen by living Crew. So that if there is less General Oxygen than Crew it still needs to be reduced to 0.

GAME PLAY:
SSO is a game of discussion and interaction, players should communicate to coordinate their actions, particularly during the Activation Phase and when voting for Missions.

A game of SSO consists of a series of Phases and Steps. At the start of each step white Locations with Solar **Arrays attached** flip face up. At the end of each step Crew in face down Locations **die**.

Crew in face down Locations **die** irrespective
of Personal Oxygen levels, whatever the
flavour explanation for the shutdown it will
be universally fatal.

ACTIVATION PHASE:
Step 1: Shuffle and deal each player 1
Activation Card per living Crew plus one.
They then select and assign one face down to
each Crew Card, discarding the remainder face
down. If there are ever seven or more face up
Crew players get 1 Activation Card per living
Crew only.

Step 2: Beginning with the player controlling
the highest Ranked Crew and passing left,
each player selects their Crew with face down
Activation Cards in any order and either:
flips its Activation Card, following its
instructions and discards it face down; moves
to the Location of a Crew with a face down
Activation Card and discards both Crew's
Activation Cards; or passes leaving cards and
Crew in place.

Step 3: Discard all remaining Activation
Cards face down.

A Crew's coloured token indicates its current
Location, to move a Crew move its token, crew
count as being in the Location that their
movement token is on. Crew may never move
onto a face down Location or one containing
Crew equal to or in excess of its Max Crew
value. Crew move to their destination without
passing through intervening Locations. Crew
may not move onto a Location they are already
on. Activation Cards that would fail by
choice or necessity remain face down.

CHECK PHASE:
Step 1: All 'Auto' effects take place.

Step 2: Crew with Morale = 0 in a Location
with no other Crew **die**.

Step 3: Starting with the highest Ranked Crew
moving down each crew opt to reduce either
the general or their Personal Oxygen supply
by 1. Any Crew unable to do either **die**.

To reduce General Oxygen move the blue token

down 1 space. To reduce from the 0 move it to the blue 5 and move the red token down 1. To increase from 5 reverse this process.

Step 4: Starting with the player controlling the highest Ranked Crew and passing left each player's Crew **may** perform a single 'Crew' action printed either on their Crew Card or current Location.

Step 5: If a Mission's 'fail' conditions are fulfilled all Crew with Rank tokens on it **try** to reduce Morale by 1, then perform its 'punishment' effects, flip it face down and return any Rank tokens on it to their Crew Cards.

Step 6: If a Mission's 'succeed' conditions are fulfilled return all Rank tokens on it to their Crew Cards, perform its 'reward' effects then remove the Mission Card from the game.

Missions represent a range of plans, not all will stop the problems occurring but all will assist overall victory. Most will either fail on Mission Guide 0, leaving players with limited time to achieve their goal, or succeed on 0 such that they must avoid a certain situation arising.

+ Oxygen supply is indeed insufficient for continued survival. Good catch! Well noticed!

CHALLENGE PHASE:
Step 1: Flip any **Pods** without Solar **Arrays attached** face down.

Step 2: Try to reduce all Mission Guides by 1.

Step 3: If there are 0 face down Challenge Cards all players with living Crew **WIN**, the game ends.

Step 4: If there are 0 face up Crew Cards all players **LOSE**, the game ends.

Step 5: Flip the next Challenge Card face up.

Step 6: Follow the instructions of the most recently flipped face up Challenge Card.

This is the only point at which the effects of Challenge Cards occur, so any Challenge Cards flipped prior to Step 5, such as by Mission Rewards, are effectively avoided. If the Challenge Card has the **permanent** keyword remove it from the stack, it remains in play for the rest of the game.

Step 7: If a face down Mission is activated in Step 6, flip it face up and place a green token on the highest number of its Mission Guide. Players place all of their Crews' Rank tokens that are on their matching Crew Cards in their closed left or right hand in any ratio. Reveal all hands simultaneously, add up all values in all left hands then all values in all right hands. Return the lowest value group to their Crew Cards.

This is the process of voting to engage with Missions. Players may not pick up their own tokens from other player's Crew Cards or Missions, nor may they pick up other player's Rank tokens. There should be two final values, one for each hand for the entire group, representing votes for and against engagement. Left hand votes are against, right hand are votes for.

If a Challenge Card activates a face up Mission or one removed from the game nothing happens. A Challenge Card activates all listed missions or none. If it lists multiple missions and some are already activated or removed no missions will be activated for voting though if activated some can be engaged and some not. Remaining Challenge Card text will still activate.

Step 8: If the left hand total is higher or both are equal **try** to reduce all Crew's Morale by 1, flip the Mission Card face down and return the voting Rank tokens to their Crew Cards.

A total of 0 in both groups is equal.

Step 9: If the right hand total is higher place the voting Rank tokens on the Mission Card.

Step 10: End the current turn, start a new turn, return to Step 1 of the Activation phase.

DEATH PHASE:
SSO is a game of death, sacrifice and survival, some crew will die. Death in SSO can refer to anything that would render crew useless as a mission asset from freezing suffocation in the vacuum of space to permanent coma or catatonia.

If a Crew member **dies** during a Step the Death Phase takes place after the Step is complete, before beginning the next Step, once for each Crew member that **died**.

Step 1: All Crew **try** to reduce their Morale by 1.

Step 2: Crew with Rank tokens on the Crew that **died**, **try** to reduce their Morale by 2 and return their Rank tokens to their Cards.

Step 3: Remove the Crew that **died's** Crew Card, Rank token and Movement token from the game.

Step 4: If the player controlling the Crew that **died** has no face down Crew Cards one of the other players **may** move one of their face down Crew Cards to the player controlling the Crew that **died**.

Step 5: If the player controlling the Crew that **died** has no face down Crew Cards one other player **must** reduce the General Oxygen supply by Crew x3, and randomly select a Crew Card not in the game then enter it face down into the control of the player whose Crew **died**.

So, if no players choose to give a Crew Card during Step 5 a new Crew Card can be introduced to the game but at the cost of General Oxygen.

Step 6: If the player controlling the Crew that **died** has at least 1 face down Crew Card they flip 1 Crew Card face up.

+ Reducing crew numbers have led to oxygen levels becoming adequate for up to two hours continued survival. Excellent! Should I prep the airlock for corpse flushing?

GENERAL RULES:
Text *in italics* is flavour text and has no game play purpose of any kind.

If a Crew Card is ever turned face down by game effects immediately return any Rank tokens on it to their matching Crew Cards and the face down Crew's Rank token and coloured movement token to its Card. If a Crew Card is ever turned face up, place a counter on its Morale and Personal Oxygen counts at 0, place its colour token in a Location of the controlling player's choice and its matching numbered Rank Token on its Crew Card.

Randomly determined Crew require all relevant Rank tokens be placed in a container, selected without looking, then returned to their Crew Cards.

Randomly determined Locations are selected by flipping a coin and eliminating all Locations whose listed letter in brackets does not match the result (T for tails or H for Heads). Repeat for letters in order until only the required number of Locations remain. Where all eligible Locations list the same current letter, skip to the next.

Randomly determining a **Pod** a player flips H, eliminating the Radio **Pod** (H,T,H) and Oxygen Hydro **Pod** (H,T,T), then flips T eliminating the Medical **Pod** (H,H,H), so the Cyrogenics **Pod** is selected (H,H,T). Note the player skipped the first H of each Location since all **Pods** share it. Remember face down Locations lose all details, including random selection designator, and so may never be **randomly determined**.

If a choice is ever unclear the player whose Crew activated the Ability or effect chooses between options, if no Crew activated it the highest Ranked Crew's controlling player chooses. In any debate over rules interpretations the highest Ranked Crew's controlling player has final say.

This includes timing issues such as the order to resolve mission rewards or multiple Crew deaths, which will go to the highest Ranking player's choice.

Mission Guides, Morale and Personal Oxygen supply counts cannot raise past their top level. The General Oxygen supply count cannot raise past its set up level. No count can drop below 0.

Whenever a Mission Card is activated outside of Challenge Phase Step 6 flip it face up and place a marker on the highest number of the Mission Guide.

When text requires that a card be flipped it should be turned over from one face to another. If it requires that a face up card be flipped face up or a face down card face down nothing occurs.

Remember that face down Locations lose all types and so are often not eligible targets for effects such as flipping targeting **Pods**.

LOCATIONS:
Each Location has a title, including any **types**. In its top left corner it has any random selection designator. In its top right corner it has a number indicating its Max Crew number, the number of Crew in a Location cannot exceed this number. Some will have effects or actions indicated in short hand, refer here for their definitions.

Main Airlock: *You'll need the airlock to access ship arrays for basic maintenance. Emergency personal supplies are here if access is time sensitive and things like breathing are a personal priority.*

Crew: Must increase the Crew activating this ability's Personal Oxygen by any amount, **must** decrease the General Oxygen supply by double that amount.

When Crew here with Personal Oxygen greater than 0 reveal an Activation Card it **may** be treat as 'Move to any **Array** or **Airlock**'.

This is the only method of reaching a Solar **Array** from within the ship since no printed Activation Card specifies movement there. Crew here may resolve the Activation Card as normal, heading back inside.

Cryogenics Pod: *For short term freezing to preserve oxygen supplies and avoid crippling mental trauma.*

Crew here treat their Rank and Rank tokens as 0 and any actions or abilities printed on their cards as blank. If they would change their Morale, Personal Oxygen or the General Oxygen count nothing happens but treat the reduction as having occurred. Do not assign Activation Cards to Crew here.

Crew in the Cryogenics **Pod** need not breath and avoid Morale loss but cannot voluntarily leave, they require assistance from Crew in the Command **Module**. The Cryogenics **Pod** does not protect Crew from death, including from being alone with Morale = 0.

Medical Pod: *Your suit is loaded with remote injectors primed with psychotropic drugs the crew here can activate at any time. I assume you're good with that.*

Crew: Increase any single Crew's Morale by 1.

Crew: Reduce any single Crew's Morale by 1, **must** place the activating Crew's Rank token on the Crew Card of the Crew whose Morale was reduced.

The Medical **Pod** uses Rank tokens to track crew's sense of guilt over undermining allies.

Radio Pod: *Contact with mission control can extend deadlines, widen mission profiles and assuage guilt. You lot feel guilt, right?*

Crew: Move the Rank token of the Crew activating this ability to its Crew Card.

Crew: Move a single Mission Guide counter up 1.

Central Corridor: *It's a corridor. It's central.*

Infinite capacity and multiple **adjacent** Locations make the Central Corridor surprisingly important.

Oxygen Hydro**pod**: *If breathing matters to you tending the algae tanks will haunt your dreams.*

Crew: Must increase the Crew activating this ability's Personal Oxygen by any amount, **must** decrease the General Oxygen supply by the same amount.

Crew: Increase the General Oxygen supply by 1 per 2 Crew in the Oxygen Hydro**pod**.

So 1 Crew in the **Pod** can produce 0 Oxygen, 2 Crew can produce 1 Oxygen each.

Rec Room: *Oddly our billiards league has really dropped off recently. Hope you guys play.*

Auto: All Crew here **may** gain 1 Morale for each other Crew here.

Activating prior to Check Phase Step 2 means Rec Room Morale can be highly valuable.

Command Module: *From here you can re-route auxiliary power and override cryogenics. Cool.*

Crew: Skip the next Challenge Phase Step 1.

This will stop any **Pods** without Solar **Arrays** from shutting down, for at least a turn.

Crew: Move 1 Crew's movement token to a Location **adjacent** to its current Location.

Aside from allowing additional movement, this is the only method of returning Crew in the Cryogenics **Pod** to duty. This means if the Command **Module** is face down Cryogenics **Pod** residents are trapped in suspended animation.

Computer Module: *You can manually override life support to both shut down and reboot locations. But I'd rather you didn't, its weird having you root around in there.*

Crew: Flip 1 white Location face up.

Crew: Flip 1 white or yellow Location face down. **Try** to place activating Crew's Rank token on a Crew Card with a Movement token in the flipped Location or a Location **attached** to it.

This is the second ability which actively uses Rank tokens to track Crew guilt. Note that if the Location is unoccupied it may still be flipped face down.

Solar Array: *Panels provide power to primary drives and functions.*

Crew: Flip an **adjacent** Location face up. Activation Cards assigned to Crew Cards with Movement tokens here are treated as reading "**may** move to any **Array** or **Airlock**" and are always flipped and resolved in Activation Step 2. Crew here cannot reduce the General Oxygen supply.

This means that it is impossible to move from an **Array** directly to a **Pod** or **Module**, for example. Also that Crew here without Personal Oxygen will **die** in Check Phase Step 3.

SCORING SUCCESS:
To score victory beyond simply winning and losing decide if the game was played co-operatively or confrontationally, then use these values: face up Crew = 10; face down Crew = 15; per point of Oxygen remaining (personal and general) = 1; per face up Location = 2.

Co-operative: (remaining Crew + Oxygen + Locations) divided by number of starting Crew = score (each player).

Confrontational: Player's remaining Crew value divided by number of player's starting Crew + (Oxygen + Locations) divided by number of starting Crew = score (individual player).

0 – 4 *Okaaay, that happened. Shall I engage automated corpse clean up now or wait a minute for, well, you know.*

5 – 8 *Congratulations! Humanity has survived! Present company excepted, obviously.*

9 – 12 *You saved everyone you've ever known or loved, and you should have just long enough to send them a message to let them know. Which is, you know, nice.*

13 – 16 *Good news everyone, you saved humanity! Great news, there's totally enough oxygen for almost one of you to get home again!*

17 – 19 *Ship out of danger. Mission complete. Return course plotted. All secret orders dealt with, double promise and no crossed fingers. No fingers.*

20 + *Cool. Not only did you succeed, but damn, you looked good doing it.*

It is possible to end SSO with some players neither winning nor losing. If this occurs but some players win consider the other players to have suffered a noble lose. If no players win or lose when the game ends all players should consider themselves noble winners and rest assured statues will be built of them.

DECK IDENTIFIER:
The SSO base set is provided with the 'A.I.' Challenge Deck, representing the Omega's A.I. attempting to kill off its own crew, future Challenge Deck expansions will provide different stories and problems. However, Challenge Decks are never set identified for game play reasons so to separate out Challenge Decks that get jumbled up the 'A.I.' Challenge Deck consists of:

2 x Sinister Noise, 2 x Sinister Noises, 3 x Vent Oxygen – Crew, 3 x Vent Oxygen – Crew / 2, 2 x Meteor Strike, 2 x **Airlock** Shutdown, 2 x Shutdown, Personal Oxygen Failure, Crossed Access, Emergency Safety Protocol, Search and Report, Supply and Report, Maintenance Report, Power Shunt, Targeted Life Support Failure.

Missions: Search Pattern, Emergency Oxygen Protocol, Full Status Report, Realign Solar **Arrays**, A.I. Shutdown, Shutdown Higher A.I. Functions.

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