

# LIVING STARSHIP

JOIN THE CREW  
FINISH THE MISSIONS  
SAVE THE SECTOR



a co-operative boardgame by  
**LAYMAN KINGSFORD**

worker placement • custom dice  
meeple bag building • polyominoes  
narrative story • asymmetric characters

# COMPONENTS

**1 GAME BOARD**

**35 POLYHEDRAL DICE** (7 COLORS EACH WITH: D4, D6, D8, D10, D12)

**105 POLYOMINO TILES** (7 COLORS EACH WITH 15 TILES)

**53 MEEPLES** (6 IN EACH OF SEVEN COLORS + 2 WHITE COMMANDERS + 7 CADETS)

**20 PLAYER CHARACTER BOARDS**

**20 ACRYLIC CHARACTER STANDEES**

**? ACTION CARDS** (POKER SIZE)

**? BLACK CUBES**

**? DAMAGE TOKENS** (ROUND; X EACH OF 10 TYPES)

**? MOTIVATION TOKENS** (TRIANGULAR)

**? OBJECTIVE/PLANET BOARDS**

**1 CLOTH BAG** (FOR OFF-DUTY CREWPERS)

**? SHIP UPGRADE TILES**

**? MISSION CARDS** (POSTCARD SIZE)

**? EVENT CARDS** (SQUARE)



# THE PREMISE

You are part of the crew of a Situdel Fleet Starship fresh out of the construction yard. True aliens from outside the galaxy have invaded and are devastating a major colonial sector of space. This has left the other colonies woefully slim on Fleet services: protection from disaffected pirates, political advice and support, repair and maintenance of infrastructure, sharing of galactic culture and reinforcing the food supply chain. You and your fellow crewpers have been assigned to take your brand new vessel to a remote sector of space to cover regular duties as best as possible ensuring the stability.



## THE GOAL

Players will send meeples, dice and polyominos on a series of puzzle-like missions that need to be completed before a planet falls into disarray. Carefully allocate meeples to duties onboard your ship to provide away mission meeples with the resources needed to complete tasks in a timely fashion. The longer you take to

complete the missions the more impediments such as damage, stress and injury your crew and ship will incur. The game is lost if too many POV characters are lost, if your ship is too badly damaged or if the planet you are helping falls into chaos and disorder.

# SETUP



- Place the **ship board** in the center of the table
- Choose **1 Objective board** and all its **Mission Cards**
- Each Player chooses one **character board** as their Point-of-View (POV) crew character; put 4 turquoise **uniform tokens** on each board; take the matching character standee
- Shuffle the **Action Card** deck, deal each player a number of cards equal to their POV character's rank
- Shuffle the **Ship Upgrade tiles** and place 4 random ones on the Drawing Room spaces
- Place all the **meeples (crewpers)** in the bag
- Place **2 cubes** of each color in the Ready room then place all remaining cubes and **tokens** next to the board
- Set **Efficiency** and **Morale** tokens to level ????
- Place 1 matching Motivation token on each triangle of the Motivation wheel on the ship; place MOTIV token on the scenario Objective according to its setup instructions

- Put a size 1 **Polyomino** (poly) of each color, a size 2 poly of four different colors and a size 3 of the remaining three colors on the ship storage grids
- Place **3d4**, **3d6** & **1d8** on storage slots on the ship board (each of the 7 dice must be a different color)
- Set all other dice and polys within reach
- Draw the first Plot **Mission card** and 1 generic mission card (2 generics with 3+ players) and set them in sequential order along the mission **Staging track** on the left side of the board.
- Set the **Government/Ecology/Infrastructure/Society** cubes on the Objective board according to the mission parameters (if applicable).

## GAMEPLAY

Living Starship is a cooperative game played in a series of **turns** (one player's set of actions) which are grouped in **rounds** (when every player has taken one turn). Turn order does not matter and can change from round to round, though once a player begins their turn no other player may take actions (unless a card or other element states otherwise). Once all players have taken a turn follow the **end of round** procedures.

*TERM: **Crewper**: meeples are called crewpers in this game (short for crew person). The crewper meeples all have individualized stickers (see crew reference in the appendices). The term crewper also includes POV character standees.*

*NOTE: The **RULE of 1-2-3** also known as **synergy**. In general when placing a crewper on a duty station that produces an effect, if that crewper's color **does NOT match** the color of*

the duty station it produces a single effect (such as removing 1 structural damage token from the ship). If the crewper's color (Division/DIV) is of the **same color** it will produce the effect twice. If the crewper's **color AND specialization** (Department) both match the duty station, the effect generated is tripled.

## ROUND/TURN Structure

### Start of ROUND:

- Each player **draws** a number of **crewper**s from the bag equal to the ship's current **Morale rating**. Place them and your POV standee next to your character board.
- Choose a player to take the first **turn**.

### Player TURN:

- **Assign ONE crewper** (or POV standee) to a **duty station, event** or **away mission**. Immediately enact the effect of the duty station or apply **assets** (dice/polys) on the chosen mission. (See *Duty Stations* and *Away Missions* for further clarifications).
- Proceed clockwise around the table taking turns until all crewpers and standees have been **assigned**.

### End of ROUND:

When all players have taken a turn:

- Gain all **REWARDS** from completed missions.
- Apply **IMPEDIMENTS** from all incomplete missions.
- Shift all incomplete missions down 1 space on the **Mission Staging** track. **Draw 1** new mission (generic or plot depending upon conditions) and calculate its Difficulty.
- Each player draws **1 Action Card** (discarding down to 4) and regains **1 Uniform recharge**.
- Gain **1** new **Ship Upgrade**

**Notes:** At any time when the OFF DUTY crewper bag is empty, immediately take all crewpers from the Lounge and

from all duty stations on the ship board (but not from active, uncompleted missions) and place them back into the bag.

# RULES

## DUTY STATIONS

You may place a crewper on a duty station that already has a crewper on it but you must send the removed crewper to the infirmary or counseling or the brig.

### Effort Generation (Cubes)

When placing crewpers on the **Quarterdeck** cubes are generated equal to the number of cubes depicted + the crewper's RANK (1 addition for enlisted, 2 for officers and 3 for command). Cubes are placed in the Commons for use by any player. *In campaign play each crewper has a specific rank number from 1-7?*

### Room Abilities (Effects)

When placing crewpers on a duty station that produces an effect (such as removing injuries, repairing damage or letting a payer draw action cards), follow the rule of **synergy**. The gained effects must be used right away and cannot be saved up for later use.

In general room effects can be applied to any crewper or character regardless of whose turn it currently is.

### Asset Production (Dice & Polys)

When placing crewpers on a duty station where dice or polys are stored, you may spend cubes from the QD to create an asset as long as there is sufficient space to hold it. If you want to create the green d4 but it is already in storage or in use on a mission, you cannot do so.

The **cost** to gain an asset requires 1 additional cube if the crewper does not match the Division color of the asset.

## AWAY MISSIONS

When assigning a crewper to an Active Mission, that crewper takes assets (dice and polys) from ship storage to place on the mission puzzle grid.



A crewper may take **1 asset plus 1 more for every trait** they

have in common with the mission (DIV = color, Dept = specialty). Traits are listed at the top above the grid. When a crewper (meeple) is assigned to a mission it must be added to the grid (see placement rules below).

- Any number of crewpers may be assigned to a mission, but at least **1 OFFICER** must be assigned to the mission. The assigned officer need not match any of the DIV color requirements of the mission.

## COMPLETING a MISSION



To complete a mission you must first assign the **3 dice** as depicted along the left side of the card. The result showing on the die cannot be zero, but any other result is sufficient. What is important is the **color** and **size** (shape) of the die.

Once dice have been applied you may then start to fill the grid with polyominoes and crewpers of the three DIV colors.

Each DIV icon must be covered with a crewper (not necessarily of the same color).



Every subsequent asset or crewper must be placed orthogonally to an asset/crewper already applied to the mission grid. Every POLY must match one of the DIV colors as depicted on the card.

Keep your rolled dice (and their results) on the mission card until it is completed or has been moved off of Stage 4. The 3 required dice results combine to determine the mission's score. All assets are returned to the general supply and not to ship storage when a mission is over.

**IMPEDS** depicted on a mission grid trigger at the end of each player's turn until covered by an asset or crewper. The **stage impeded** only triggers when the mission card moves to a new stage on the board (once per round while uncompleted).

**Failing** a mission means you did not complete it before it moves off the board from the Stage 4 position on the timer track. All uncovered grid impeds and the stage impeded trigger one last time.

The **Difficulty** of a mission is determined by your ship's current MOTIV as compared to the mission's MOTIV. The further away on the wheel they are from each other the harder it will be. Some missions have a set difficulty and are not determined by MOTIV.

Each Difficulty token is removed by a crewper bringing a cube from the ship in place of an asset. Each cube discards 1 DIFF token.

## EVENTS

Events are drawn at the start of each player's turn and enter at Stage 1 on the main board.



They work somewhat similarly to Missions but the required dice result may be made up of results from 1 or more dice (matching the DIV of the event). Size of dice used does not matter. Once the dice result has been completed the grid may be filled with POLYs (of matching DIV colors, of course) and crewpers. There are no placement

requirements or restrictions.

Event **IMPEDS** are triggered at the end of a **player's turn** if the event is not complete and it **moves** to the next stage.

## CHARACTER BOARDS *(campaign play only)*

Players

experiences the game through the focal point of an individual character. Your POV character is treated the same as any other crewper but you have some additional abilities available to you that the run-of-the-mill crewpers don't have.



Namely, you will start the game with 4 Action Cards. You will also have 4 Uniform Charge tokens on the board.

Your POV character can withstand 4 Stress before having a **mental breakdown** or 3 Injuries before **dying** and being removed from the game. If your POV is removed from the

game, you may continue by choosing a new POV board and bringing it into play with only 1 Action card, 2 uniform charges and with 1 Stress and 1 Injury token already on it.

## Uniform Functions



Each character one or more special abilities specific to them. They can be activated on your turn (or possibly at other times) by

discarding one uniform token, 2 cubes or 2 Action Cards.

Depending upon your character's rank, your uniform's built-in computer systems will grant access to special abilities that allow you to draw cards, manipulate dice, finagle dice results and adjust polyominos. The cost to activate these is the same as your special ability.

	<b>Draw</b>	Draw 1 <b>Action Card</b>
	<b>Change Color</b>	Change DIV <b>color</b> of 1 asset
	<b>Position</b>	Place 1 <b>ASSET</b> anywhere on a mission grid
	<b>Alter</b>	Switch 1 asset to 1 size bigger or smaller (same DIV)
	<b>Re-Roll</b>	ReRoll 1 dice result keeping either one.
	<b>Modify</b>	Add or subtract 1 from a <b>Dice</b> result

You may use any ability depicted there even if you don't have any uniform tokens.

Wait...there's more! You can actually use ANY function (even the ones that are faded out) by spending 3 cubes or 2 uniform tokens or 3 action cards.



## ACTION CARDS

You start the game with **4** random Action Cards. **This number is also your hand limit.** During your turn you may have any number of cards in hand but must discard down to four at the conclusion of the round.

Action cards can be *people*, *items*, *events* or *benefits* (which are often usable only once). Some Action cards may be gained as part of the rewards for completing (or failing) a mission.

To activate a card **discard it and 2 cubes** from the Commons. Alternatively, you can use a card by taking one **stress**.

You may also discard any card to **gain 2 cubes** to the Commons instead of triggering its ability. Yet another use for Action Cards is to pay for and discard one with a specific Division (color)/Department (specialty) to **add one or both Traits** depicted on the card to a crewper you are placing at a duty station or on a mission or to activate **synergy** bonuses with an item or event Action card.

## SHIP UPGRADES

As the game progresses, you will be slowly adding new functions to your ship as the background crew continues to build new facilities. At the end of each round, gain 1 new upgrade tile of your choice and add it to an empty slot on the ship.

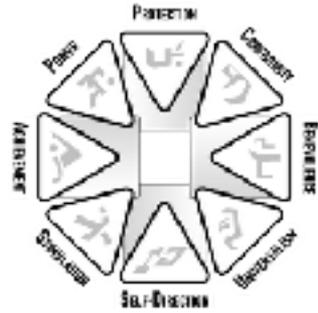


## MOTIVATION WHEELS

Your ship and most locations have an attending wheel of motivations that reflect the outlook, beliefs and attitudes of the people it contains. Your ship's overall MOTIV can fluctuate

as your crew is exposed to other ways of thinking. Likewise, your crew's efforts on missions is likely to impact the views of the populace with which they interact.

Each MOTIV wheel generally starts with one token on each of the 8 spaces. When a mission is completed (or other effects takes place) that awards a MOTIV to that location, you move the nearest neighboring token one space on the wheel in the direction of the awarded MOTIV. The goal might be to stack 3 tokens on one particular space, etc.



*e.g. You earn 1 POWER from a mission. Protection and Achievement have already been stacked onto the Power slot so you may now move the Conformity or Stimulation token 1 slot closer to Power. If there is a choice as to which to move from a stack to a new location, you choose the token to be moved.*

The ship's MOTIV arrangement is based off a calculation of all the Motivations of every crew member combined (which can be done randomly or with user input in the companion app). The Ship's MOTIV determines the mission's DIFFICULTY rating.

SHIP MOTIV tie: if two MOTIVs are tied for most tokens stacked on it, tie goes to the one with the most adjacent tokens; if still tied, then the highest ranking player character decides which to apply toward the difficulty of a mission.

## OBJECTIVE BOARDS

Each game will have a different set of objectives and mission cards (though some generic missions might get shuffled into the mix from mission to mission).



Many objectives are related to a planet, a location or an entire sector. Your game ends when loss conditions are met or when you have achieved all of the conditions delineated on the specific Objective board.

Most Objectives relate to a location and will have a meter representing its level of stability in four areas: Infrastructure, Society, Politics and Agriculture. Place a cube in the depicted starting position on each column. (1 is low and 6 is high). One

possible loss condition might be letting one or more cubes drop below 1 on the meter.

## IMPEDIMENTS & DAMAGE

Throughout the game your characters, crew, ship and planets will incur setbacks, hindrances and outright damage. The color **pink** denotes all the bad stuff that can happen.

POV characters are able to take up to 4 injuries or stress before they are removed from the game. When a meeple crewper takes damage, stress or dissension they are immediately placed in the appropriate location on the ship board.

**Removing impediments** can be done by placing crewpers in Damage Control on your ship which will remove 1 of any type of Impediment except Stress and Injury. To remove those you will need to assign crewpers to the Med Bay where the 1-2-3 rule applies for **Medi** and **Psyc** specialists. You will likely want to upgrade rooms in your ship that offer more proficient ways to remove specific types of Impediments.

When removing crewper impediments you may choose to take tokens off a POV board or move applicable crewpers from Counseling/Infirmary/Brig to the Lounge.

	<b>Dissension</b>	Send a meeple/character to the <b>BRIG</b> for insubordination
	<b>Efficiency</b>	Reduces ship <b>EFFICIENCY</b> rating
	<b>Environmental</b>	Blocks off <b>1 seat</b> at a <b>Duty Station</b>
	<b>Glitch</b>	Blocks a <b>UNIFORM</b> slot on the ship board.
	<b>Hindrance</b>	Discard an <b>Action Card</b> from hand. Your <b>hand limit</b> is reduced by 1.
	<b>Injury</b>	Adds 1 <b>Injury</b> token to a POV Board <b>or</b> sends a crewper to Infirmary
	<b>Morale</b>	Reduces ship <b>MORALE</b> rating
	<b>Stress</b>	Adds 1 <b>Stress</b> token to a POV Board <b>or</b> sends meeples to Counseling
	<b>Structural</b>	Blocks off 1 <b>DICE</b> slot <b>OR</b> 2 squares on a <b>POLY</b> grid
	<b>System</b>	Adds a <b>1 CUBE cost</b> to USE the ability at a duty station (including dice and polys). Can stack.

## GAME END

The game ends when all the current Objective conditions have been met or missed. The game can also end if all your POV crewpers are removed or if the ship is destroyed.

