

# PROJECT: AIRLOCK

PRINT AND PLAY

You and your fellow players are the brave crew of the starship *Ardor*, undertaking a dangerous voyage back to your home planet. However, hidden among you is a saboteur, plotting to destroy your ship. The rest of you must work together to keep the ship intact and force the saboteur out of the airlock before they can succeed in their deadly mission.

## Setup

Shuffle the **Character Cards** (purple backs), the **Mission Cards** (green backs), and the **Deck** (red and blue backs). The mission cards used depend on the number of players:

- 3 players: 2 crew and 1 saboteur
- 4 players: 3 crew and 1 saboteur
- 5 players: 3 crew, 1 saboteur, and 1 chancellor
- 6 players: 3 crew, 1 saboteur, 1 chancellor, and 1 accomplice



CHARACTER  
CARDS



MISSION  
CARDS

Deal each player a mission card facedown and a character card faceup. Then deal two cards from the **Deck** to each player. These two cards comprise the player's hand. You may look at your own mission card and hand, but you may not show them to any other player. Place the top card of the **Deck** facedown in a new pile. This will be the **Command Pile**.

Lay out the six **Oxygen Cell Cards** in a row faceup, with the two **Red Alert** cards at the end. These cards indicate how many of the ship's oxygen cells remain intact. Whenever an oxygen cell is destroyed, an **Oxygen Cell Cards** will be flipped over, with the **Red Alert** cards flipped last.



## Mission Cards

Each player has a secret **Mission Card** that determines their objective.

The players with red mission cards (saboteur and accomplice) are trying to destroy the ship by playing damaging cards (denoted by their red color) from the deck. The players with blue mission cards (crew and chancellor) are trying to save the ship long enough to deplete the deck or kill the saboteur and should try to play blue cards, which have generally helpful effects.

## Gameplay

Play starts with whoever most recently played as saboteur, or else whoever most recently told a lie. Turn order proceeds clockwise. On your turn, perform the following actions in order:

- I. Draw cards from the **Deck** until there are three cards in your hand.
- II. You may spend an **Energy** to use an ability or repair a **Malfunction**. See the section on **Character Cards** for more details.
- III. Choose one card from your hand and play it facedown in the **Command Pile**.
- IV. Select another player as an **Ally** for this turn. That player plays a card from their hand facedown into the **Command Pile**. If nobody else has any cards, use the top card of the **Deck** instead.
- V. Play the top card of the **Deck** facedown in the **Command Pile**. If the deck has run out of cards, no additional card is played.
- VI. Shuffle the **Command Pile**, play the top two cards faceup, and follow the instructions on the cards. If the ship is in **Red Alert** (two oxygen cells or less remaining), play three cards instead of two from the **Command Pile**. You choose the order in which the card effects are carried out. After these cards have been played, discard each card unless it specifically says otherwise. Lastly, discard all but one card still in the **Command Pile**. This last card will remain in the pile to potentially be played next turn. Discarded cards are placed facedown in the **Discard Pile**.
- VII. You may spend an **Energy** to use an ability or repair a **Malfunction** if you have not already done so during this turn.

*Note: the deck, discard, and command pile are very easy to mix up, so it may be useful to place the deck to the left, the discard pile to the right, and the command pile in the center to avoid confusion.*

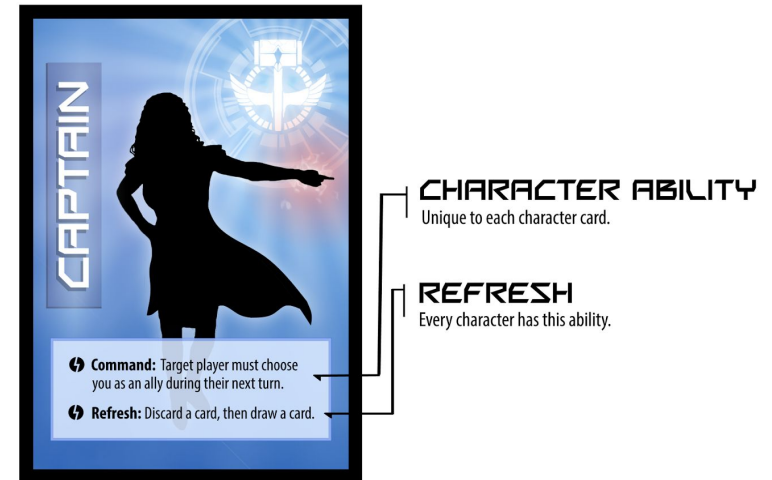
## Character Cards

Each player's **Character Card** represents their unique role on the ship. Each character has special abilities they can activate using **Energy** cards.

At either the beginning or end of a player's turn, if their character is undamaged and they have an **Energy** card faceup in front of them, they can choose to activate one of their character abilities. Note that this can only occur either:

- After a player has drawn cards for the turn but before they have played a card into the **Command Pile**, or
- After all cards for the turn have had their effects carried out and immediately before the end of the player's turn.

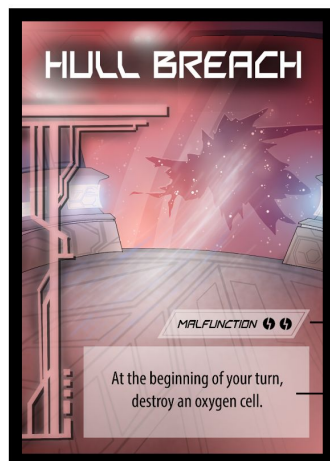
To activate an ability the player first discards an **Energy** card from in front of them, then follows the instructions on their character card. The second ability, **Refresh**, is the same for all characters. Players may only use one ability per turn.



There are several cards that have the potential to damage your character. When a player's character is damaged they must flip their character card facedown. While damaged that player cannot use any abilities. If a character is then damaged a second time they are killed, reveal their mission card, and discard their hand.

## Malfunctions

**Malfunctions** are a type of card in the deck that remains in front of a player, rather than being discarded. Malfunctions have negative effects that continue to occur until repaired. Instead of activating an ability at the beginning or end of their turn, a player may instead choose to repair a **Malfunction** card by placing an **Energy** that they have in front of them on top of the **Malfunction**. Once the **Malfunction** has enough **Energy** cards to be repaired, it is immediately discarded along with the **Energy**. Players can repair a **Malfunction** even if they are damaged, but cannot repair a **Malfunction** on the same turn that they use an ability.



### REPAIR COST

How much energy it takes to repair the malfunction. Hull Breach takes two energy, over any number of turns, by any combination of players.

### EFFECT

This effect is ongoing for as long as the malfunction remains in play. All "you" effects refer to the player with the malfunction in front of them -- Hull Breach destroys one oxygen cell whenever that player starts a turn.

## Victory Conditions

Each player's **Mission Card** determines how they can win the game.

**Saboteur:** Wins if all oxygen cells are destroyed, all players with blue mission cards are killed, or the Chancellor is killed.

**Crew:** Wins if the deck runs out of cards or the saboteur is killed.

**Accomplice:** Same objective as the saboteur, however if the accomplice dies the crew does not immediately win.

**Chancellor:** Same objective as the other crew members, but if the chancellor dies the crew loses and the saboteur wins.

*Note: When the deck runs out of cards the crew's victory condition is not met until the current turn is completed. If two conflicting victory conditions occur on the same turn, whichever condition was the first to occur takes precedence.*

## Special Cards

There are also two very important special cards in the deck, denoted by their green color:



**Airlock:** When this card is played, each player votes for one player to kill by throwing them out of the airlock. If any player receives a majority of the total votes, they are immediately killed. Players may vote not to kill anyone. For example, in a four-player game you need three votes to kill a player, even if a player votes not to kill anyone.

**Martyr:** This card may be played from your hand at any time. If your mission card is blue and the last oxygen cell has just been destroyed, this card restores the oxygen cell and kills your character. If your mission card is red and there is one oxygen cell remaining, this card destroys the last oxygen cell and you win immediately.

This work is licensed under the Creative Commons Attribution-NonCommercial-NoDerivatives 4.0 International License. To view a copy of this license, visit <http://creativecommons.org/licenses/by-nc-nd/4.0/> or send a letter to Creative Commons, PO Box 1866, Mountain View, CA 94042, USA.

