



CAPTAIN'S LOG:

Our recent space mining expedition has been a success. There are a number of other mining crews out here. We've handled some small crises. Luckily, we are on our way back with our valuable cargo. The darkness of space has many hidden catastrophes and some not so friendly ships. I must prepare the crew to resolve any issues. We may need to change course in an instant. Onward, at Light Speed!

CONTENTS:

PLAYER'S FLEET

25 SHIP Cards (5 for each player)



25 CARGO Cards (valued 1-5, 5 for each player)

81 MAIN DECK

31 CRISIS Cards

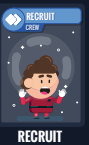
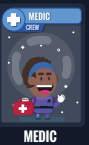
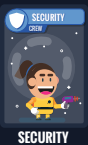
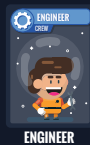
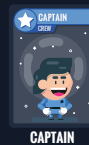
- 8 Injury
- 9 Mutiny
- 10 Overloaded
- 4 Off Course

30 CREW Cards

- 3 Captain
- 6 Engineer
- 5 Security
- 4 Medic
- 12 Recruit

20 COMMAND Cards

- 5 Swap
- 5 Deflect
- 5 Rapid Fire
- 5 Untethered



CREDITS

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SPECIAL THANKS

Thank the reviewers and
anyone who gives us some
kind of exposure during or
before the kickstarter

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For more information about this game or our
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CAPTAIN'S LOG CRISIS DETECTED RULEBOOK



OVERVIEW

In Captain's Log: Crisis Detected each PLAYER is the admiral of a fleet of SHIPS containing CARGO. PLAYERS take turns resolving threats against their fleet while creating problems for other players, these problems are called CRISIS. An unresolved CRISIS will destroy a SHIP and result in the CARGO being lost. PLAYERS utilize CREW and COMMAND cards to avoid or resolve CRISIS cards.

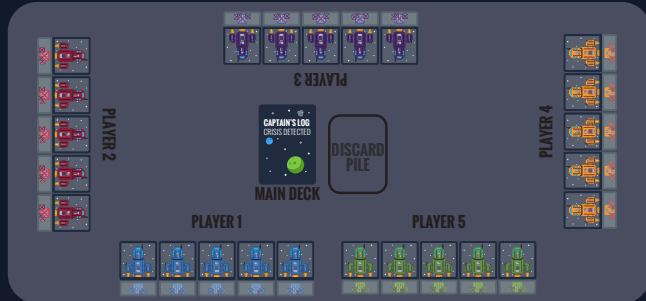
The game ends when at least one player has lost all of their SHIPS, when this happens the goal is to be the PLAYER with the highest combined value of CARGO remaining.

SETUP

Each player takes a set of 5 SHIPS and 5 CARGO cards in the color of their choice. Each player places their CARGO in front of themselves in a row, with the value face down. Players can place their CARGO cards in any order they choose. Place a SHIP card on top of each CARGO card, with the ship side up.

Shuffle the MAIN DECK, deal 5 cards to each player face down. Place the remaining cards face down in the center of the play area.

The player that travelled the furthest today goes first.



GAMEPLAY

Players take turns in clockwise order. The active player may take any of the following actions in any order:

- Play 1 CRISIS card
- Play CREW cards
- Play COMMAND cards
- Trade card(s) with other players

A player that plays no cards, may discard their entire hand.

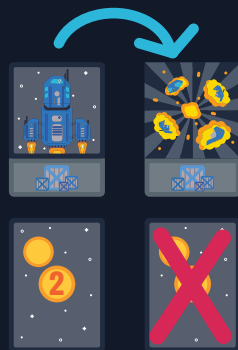
If you end your turn with a CRISIS card attached to a SHIP, that SHIP is destroyed and its CARGO is lost. The CARGO attached to the SHIP will not be counted towards your score at the end of the game.

After each turn, the active player will check for destroyed ships. Then draw from the MAIN DECK until they have 5 cards in hand, before proceeding to the next player.

CARDS & ACTIONS OVERVIEW

The MAIN Deck is made up of red, blue and orange cards. Red cards are CRISIS cards which you will play on other players' SHIPS to destroy their SHIPS. CREW cards are blue, they are beneficial and are used to resolve CRISIS cards. COMMAND cards are orange, and have special effects to help players win.

In addition to color, each card has its card type printed underneath the card's name.



CRISIS CARDS

CRISIS cards are played on an opponent's SHIP, and are placed directly above that targeted ship. A SHIP may only have one CRISIS card attached to it at a time. You cannot play a CRISIS card on a ship that already has a CRISIS card above it or a destroyed ship.

You may only play one CRISIS card per turn, unless otherwise noted.

CREW CARDS

CREW cards are played on SHIPS to remove CRISIS cards. When a CRISIS card is removed, place both the CRISIS card and any CREW cards used to remove the CRISIS into the discard pile. The CREW Cards used must match the CREW type indicated on the bottom of the CRISIS card.

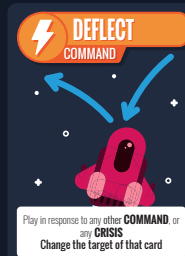
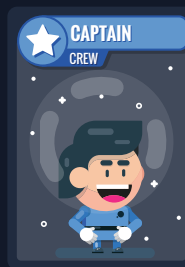
You may play any number of CREW cards on your turn. There is no limit to the number of CREW cards that can be attached to a SHIP. You may attach CREW cards to any SHIP, even if there is no CRISIS on that ship.

COMMAND CARDS

COMMAND cards are special effect cards that help you evade a CRISIS card or increase an attack. The type indicated on the bottom of the COMMAND card shows when the card can be played.

You may play any number of COMMAND cards on your turn.

There is no limit to the number of COMMAND cards that can be played.



TRADES

You may trade as many cards as you like with one or more players. Trades must be for an equal number of cards (ie, one for one, two for two, etc). A player can refuse your trade.

Trades must be made blindly. You may say what you are trading, but the cards are always passed face down. You can lie about what you are trading.

END OF TURN

After you complete all of your actions, your turn ends. Any of your SHIPS with CRISIS cards still attached are now destroyed. Flip over the affected ship, revealing the destroyed side, leaving the cargo in place underneath it. Discard the CRISIS card and any CREW cards that were attached to that ship.

Destroyed SHIPS are out of play for the rest of the game, their CARGO will not count towards your final score. The attached CARGO underneath the destroyed SHIP must remain concealed from other players until the game is over.

After removing any destroyed ships, draw from the main deck until you have 5 cards in hand.

END OF GAME

The game ends when a single player's entire fleet is destroyed. Everyone else will score points for CARGO attached to their SHIPS that are not destroyed.

Players will flip over their undestroyed CARGO and total up the points. The player with the highest sum of points is the winner.

If multiple players have the same sum of points, the player with the most intact SHIPS wins the tie. If there is still a tie, the player with the most CREW cards attached to their SHIPS wins the tie.