

# Voyage In Progress

Game Rules



# Table of Contents

Table of Contents	1
<b>What is Voyage In Progress?</b>	<b>2</b>
Contents	2
Game Rules	3
Game Setup	3
Gameplay	3
Victory and Loss	3
Game Mechanics	3
Basic Tasks	3
Happiness and Sanitation	4
Peril Dice	4
Rooms	4
Damage Tokens	4
Types of Abilities	5
Types of Cards	5
Ability	5
Events	5

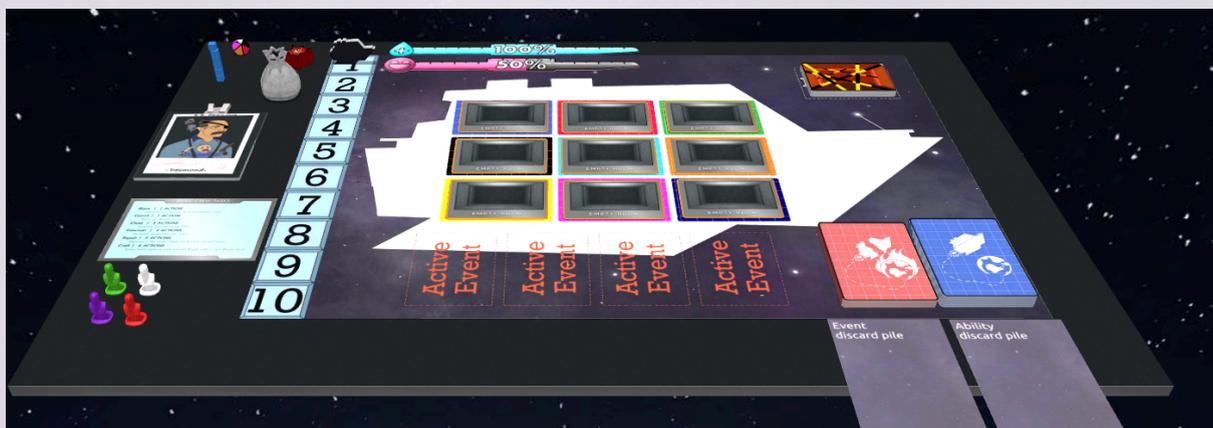
# What is Voyage In Progress?

You are among the few remaining crew aboard a failing space-cruise touring through the most dangerous part of the galaxy. Not only must your crew make sure the cruise-goers are enjoying their time, but also ensure the ship doesn't fall apart before you reach your final destination!

Players must survive 10 turns to reach their destination without the ship being destroyed or their happiness or sanitation reaching 0% by performing actions and using ability cards while event cards are occurring each turn.

## Contents

- 16x room cards
- 9x empty room cards
- 44x ability cards (2 of each)
- 20x events cards
- 6x character cards
- Ship board
- 25x action cubes
- 27x damage tokens
- 4x player location markers
- 10 sided coloured die
- Sanitation and Happiness meters
- Round tracker token



# Game Rules

## Game Setup

Shuffle the Event, Ability, and Room decks.

All players draw 3 Ability Cards.

Shuffle all Captain cards and deal each player one randomly.

- Alternatively, you can choose your Captain card

Place the empty Room cards in each square on the game board.

Each player rolls the Peril Die—this determines where their Captain starts. If you roll a rainbow, choose where you start.

**Happiness** starts at 50% and **Sanitation** at 100%.

## Gameplay

At the start of every round (except the first round!), reduce **Happiness** by 10% and **Sanitation** by 20%, then draw (and resolve) an **Event Card**.

Your crew then gains 10 Actions—any unspent Actions are wasted at the end of the round.

At the end of each round, add a **Damage Token** to all Damaged Rooms. If the Room has **3 Damage Tokens** on it, it becomes **Destroyed**.

## Victory and Loss

The crew loses if by the end of the round, either **Happiness** or **Sanitation** reaches 0%, or **4 Rooms** are **Destroyed**.

The crew wins after surviving 10 rounds.

## Game Mechanics

### Basic Tasks

A basic task is an **Activated Ability** (Look at hero's for an understanding of activated abilities) that can be performed at any point throughout the game including the very start.

The Basic tasks are:

**Move** | **1 ACTION(S)** | Move your Captain to a connected room.  
**Search** | **1 ACTION(S)** | Draw an Ability card  
**Clean** | **3 ACTION(S)** | Increase **Sanitation** by 20%.  
**Entertain** | **3 ACTION(S)** | Increase **Happiness** by 10%.  
**Repair** | **5 ACTION(S)** | Remove **1 Damage Token** from your current room.  
**Craft** | **6 ACTION(S)** | Draw a new Room card in your current Room and replace a current Room with it.

## Happiness and Sanitation

If **Happiness** or **Sanitation** ever reaches 0%, a random **Room** gains a **Damage Token**.

## Peril Dice

Whenever a random Room needs to be determined, roll the **Peril Dice**. This ten-sided die has a number of colors that correspond with a room border on the game board.

There are nine colors on the **Peril Dice** and one multicoloured face, which allows you to choose your result instead of it being randomly determined.

Certain Events and Crew abilities also use the **Peril Dice**.

## Rooms

There are 9 rooms throughout the ship that can be changed constantly, however once a room is discarded, it cannot be returned to the deck or play field.

The game begins with 9 empty Rooms, which can be filled up with the Craft task.

Rooms grant certain benefits to the crew, either Passive or Activated Abilities—if a Room grants an Activated Ability, a crewmember must be within the Room to use it.

However, Damage Tokens can destroy a room if the crew isn't on top of things.

### Damage Tokens

Through **Event** cards, ability cards or certain abilities, a Room may gain a **Damage Token**. If a Room has at least **1 Damage Token**, it cannot be swapped (such as with the Craft task).

If the round ends and a Room has a **Damage Token** on it, the Room gains an additional **Damage token**—if the round ends and the Room has 3 **Damage Tokens** on it, the Room becomes **Destroyed**. A Room cannot have more than 3 **Damage Tokens** on it at once—if the Peril Die (or an Event) would damage such a Room (or the Room is Destroyed), reroll the die.

Once a Room is **Destroyed**, all **Damage Tokens** are cleared from it, and the Room is flipped over. A **Destroyed** Room cannot be swapped or repaired, nor can it receive any more **Damage Tokens**.

## Types of Abilities

There are two types of abilities that can be used in *Voyage in Progress*: **Passive** or **Activated**.

A **Passive Ability** is constantly running throughout the game and does not take any actions to play. They are activated based on another actions e.g. Beowulf, passive activated when the happiness is above or below 50% either increasing or decreasing 1 action point

An **Activated Ability** requires action points to use, and can be used as many times as there are action points available (and if the team allows it). E.g. Beowulf may spend 1 action to roll the **Peril Die** to either increase or decrease happiness.

Unless otherwise specified, an Activated Ability lasts until the end of the current round.

## Types of Cards

### Ability

Ability cards are all **Activated Abilities** (See [Types of Abilities](#)), all requiring different action points to use—once used, it is put into the Discard pile and cannot be used again.

If the draw pile is empty, shuffle the Discard pile back into the draw pile.

### Events

Event cards begin to be drawn on Round 2. Events are drawn at the start of each round, and can have varying effects.

Some events have an immediate effect when they are drawn, whereas others are a constant issue until a certain amount of time passes or they are resolved by the crew.