

Voyage In Progress

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.
Reminder: If you roll the multicoloured face, 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**.

Rule Reminders!

If **Happiness** or **Sanitation** reaches 0%, a Random Room immediately gains **1 Damage Token**.



A Damaged Room cannot be swapped with another Room. A **Destroyed** Room cannot be swapped or repaired, nor can it receive any more **Damage Tokens**.

Victory and Loss

The crew loses if you end the round with 0% **Happiness** or **Sanitation**, or with 4 Rooms **Destroyed**.

The crew wins after surviving 10 rounds (that is, lasting until the end of the 10th round).

