

REDSHIFT

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TABLE OF CONTENTS

Overview.....	3
<i>Introduction</i>	<i>4</i>
<i>Play Procedures.....</i>	<i>7</i>
<i>Facilitation.....</i>	<i>13</i>
<i>Design Notes.....</i>	<i>19</i>
Crew Dossiers.....	22
Crew Database.....	89
Event Schedule.....	101
Task Evaluation Forms.....	168
Facilitator Event Summary.....	180
Travel Calendar.....	189
Logs & Lists.....	209
Station Signs.....	222

OVERVIEW

INTRODUCTION

Earth Year: 2572

Long ago, the Earth was dying. Well before the end came, the Euryale - a sleeper-ship - was launched, hastily built, and aimed at a distant star. It was an ark, full of cryogenically frozen people and enough genetic material to give humans another chance on a new world, if they could find one. That was 300 years ago. Contact was lost just as the ship reached Beta Persei.

Meanwhile, climate change ravaged those remaining on Earth. Against every prediction, humanity survived - barely. After many generations Earth has become habitable in some areas, but there aren't enough people to perform the work that will need to be done to re-establish infrastructure. Each generation is smaller than the last. Some technology from prior space programs has been salvaged, and a small crew was sent aboard the Rubicon with orders to bring the Euryale home. The Euryale's technology was key to rebuilding Earth civilization.

The players take the role of this small rescue crew; a space crew with insufficient training and untrustworthy equipment. Even at more than 99% the speed of light, roughly 200 years will pass on Earth before they return home from their voyage. The Earth they find upon their arrival will be unlike the Earth they had left behind; everyone they knew will be long dead, the geopolitical map will be rearranged, the globe will have endured centuries of meteorological upheaval. The crew will be received as heroes, but also as strangers. Personally, they will come home to nothing, for better or worse.

REDSHIFT is a science fiction scenario that explores the implications of the time dilation resulting from interstellar travel at near light speeds, and incorporates techniques to simulate the microgravity environment, interstellar communication, and internal duality.

CONTENT ADVISORY

REDSHIFT explores a wide variety of potentially sensitive subjects. Each of the crew member aboard the *Rubicon* left their lives on Earth for a reason. As such, each player will learn the difficult truth about their character's life on Earth during play. This may include discussions regarding violence, trauma, bullying, sexual predation, abandonment, loss, grief, shame, guilt, and fear. Since the content of each character's past is unique, no single player will be addressing all of the above mentioned issues in play.

However, mental illness is a critical challenge in the space environment. All players will encounter and likely portray the effects of mental illness in play, ranging from insomnia and boredom to acute anxiety and post-traumatic stress disorder. Mental illnesses of this variety are common on short space missions, and all but guaranteed on longer missions.

HOW TO USE THESE FILES

It's recommended that only the facilitator read these files prior to play. While players will still be able to play even if they do read these files in advance, this will compromise some aspects of the play experience.

- ❑ **Overview** (this text): The Overview contains a summary of the entire scenario. The facilitator should begin by reading this text. The facilitator will be responsible for this information.
- ❑ **Crew Dossiers**: The facilitator should read through the dossiers, but will not need to retain this information in play beyond having a general sense about the nature of each of the crew members.
- ❑ **Event Schedule**: The facilitator should familiarize themselves with the briefing, workshops, and debriefing. There is no need to read every event in detail as long as the facilitator understands how the Event Schedule works generally.
- ❑ **Facilitator Event Summary**: The facilitator's side of the Event Schedule. Contains information on deploying and resolving each event.
- ❑ **Task Evaluations**: Given to the players as instructed by the Facilitator Event Summary. Each form is labelled according to the event in question.
- ❑ **Station Logs**: To be placed at each station for players to fill out during play. One log is for the facilitator to keep track of the crew's wellbeing.
- ❑ **Travel Calendar, Stations, Observation Deck Pics**: These are positioned around the play space and do not need to be read in advance.
- ❑ **Crew Database**: This is redundant information. Kucera will have the opportunity to access these files mid-way through play.
- ❑ **Crew Psychological Data**: This will be handed to Trembley near the beginning of play.
- ❑ **Printing Instructions**: This contains instructions for printing and preparing all of the other files.

PLAY MATERIALS

Prior to play the facilitator will need to assemble the following materials. Play takes four to five hours and requires a classroom-sized space, ideally with lighting that can be adjusted.

- ❑ **At least eight chairs** (up to fourteen can be used if desired).
- ❑ **Sufficient table space for four main station areas** (see [SETTING UP THE SPACE](#)).
- ❑ **All necessary printed materials** (see the Printing Instructions).
- ❑ **Sound playing device** (portable speaker, laptop, etc.).
- ❑ **Six granola bars** (or similar).
- ❑ **Six juice boxes** (or similar).
- ❑ **Masking tape.**
- ❑ **Call bell.**
- ❑ **Timer.**
- ❑ **Two-minute hourglass.**
- ❑ **Several pencils.**
- ❑ **Name tags.**
- ❑ **Sharpie.**
- ❑ **Clipboard.**
- ❑ **Six manila folders.**
- ❑ **Nine large manilla envelopes** (must be able to hold A4 sized paper).

PRACTICAL CONSIDERATIONS

REDSHIFT is a moderately physically active scenario. Though the amount of physical activity is up to each individual player, players may experiment with unusual movements or orientations and light exercise. It is recommended that players wear clothing that is comfortable and flexible.

FICTIONAL PREMISES

Some details are accepted as true for the sake of play, even though in reality these might be very different. Playgroups must accept (or at least not dwell upon) the following assumptions:

- ❑ **Near-lightspeed interstellar travel is possible.** There is no need to discuss how this is possible.
- ❑ **Faster-than-light communication is possible.** Even so, it will still take years for messages to be relayed between the *Rubicon* and Earth.
- ❑ **Time will be compressed for the sake of play.** Every eight minutes of play is understood to be four months of travel aboard the *Rubicon*.
- ❑ **The circumstances of space travel depicted in this scenario are based upon contemporary space travel.** Actual near-lightspeed interstellar travel is likely to be much more hazardous.

- ❑ **People with unresolved psychological issues like the members of this crew would probably never be sent to space under normal circumstances.** Humankind finds itself in a desperate situation and exceptions had to be made for this mission.
- ❑ **Crew members and their correspondents may speak freely in their messages to one another.** It's true that the government is probably monitoring everything, but for the purpose of play this is not a consideration anyone needs to worry about.
- ❑ **All crew members have sufficient training to perform any task presented to the group.** Some tasks will be easier with a specialist, but everyone is capable of performing maintenance and repairs and expected to do so.

PLAY PROCEDURES

The following sections describe all of the aspects of play.

GENERAL DESCRIPTION OF PLAY

Play involves the active participation of seven people: one player serving as the facilitator and onboard AI, and the remaining six as the crew of the *Rubicon* who also occasionally take up the role as a correspondent to one of the other crew members.

Prior to play, the facilitator will read through the files (see [HOW TO USE THESE FILES](#)), gather the materials (see [PLAY MATERIALS](#)), prepare the space (see [SETTING UP THE SPACE](#)), and assemble the six other players.

Once everyone is ready to begin, the facilitator leads the play group through a briefing, casting, and workshops (see the Event Schedule). Each of these are short guided activities with specific instructions.

After the workshops are complete, players enter the main segment of play. Players take the role of their crew member aboard the *Rubicon*. This can be understood as one continuous scene which is broken up into Periods. Each Period is approximately eight minutes long and accounts for four months of subjective time aboard the *Rubicon* and five years on Earth. The facilitator will deploy events at the beginning of each Period as instructed by the Facilitator Event Summary. These events could be routine craft maintenance, interpersonal issues, psychological events, equipment failures, or other hazards. Players interact with each other as they perform tasks aboard the *Rubicon*. Players may at anytime retire to cryosleep. While a crew member is sleeping, the player reads and responds to any received correspondence. The Period schedule of events continues while crew members are in cryosleep.

This segment of play is paced by the Period schedule, but players are free to interact with each other and with the given tasks as they like. There are a total of nineteen Periods, which will take approximately three hours to complete.

During the final period the play group will have to make a decision about whether or not they will send the *Euryale* back to Earth, join the colony at Beta Persei, or something else.

After this decision is made play is over. The facilitator then leads the playgroup through a derolling and debriefing process (see the Event Schedule).

PLAYER SUPPORT

In addition to other play mechanisms, it is critical that players enter play with a supportive approach in mind.

TRUST AND COMPASSION

All players assume an attitude of trust and compassion. This means that players accept the in-play actions of others at face value and without judgement. Trust that others are acting in good faith no matter what they do. Respond with understanding and empathy, and help them get what they need and support their play to the deepest possible outcome.

THE DOOR IS OPEN

Players may leave play at any time, temporarily or permanently. The scenario will be able to go on without them; nobody's experience will be ruined. Players who decide to leave permanently are encouraged to tell the facilitator so that nobody checks on them if they would rather be left alone.

ADVOCATE FOR YOUR NEEDS AND BOUNDARIES

All players have permission and encouragement to do what they need to do in order to advocate for their needs and boundaries. This includes speaking to the facilitator and breaking character to say what they need. Players can expect to have their requests respected.

SUPPORT TOOLS

It is strongly recommended that playgroups employ whatever support tools are practiced in your local play communities.

PLAY TECHNIQUES

Play is motivated by a number of techniques.

THE PRACTICED FACADE

Character dossiers are comprised of four pages. At the beginning of the scenario players only have access to the first page, which contains a description of the character's outward persona, or "practiced facade." Subsequent pages of the character contain information on their past, which often revises information contained on previous pages. However, despite the revised understanding a player may have as a result of this new information, players are instructed to maintain their initial portrayal of their character regardless of what they have learned.

This dissonance between outward and inward personalities is intentional. Players must live with this duality, even if the difference is irreconcilable (especially if it's irreconcilable).

Players are granted permission to read the next page of their dossier each time they write to their correspondent on Earth. Players may do this up to three times, but if and when they do this is entirely up to the player.

CORRESPONDENCE

Each crew member has a correspondent on Earth secretly played by another player. Throughout play they may write letters back and forth, though all players set their own pace for doing so. Time is passing much faster on Earth than on the *Rubicon*; for the correspondent, it's likely that decades will pass between each letter. The correspondents' entire lives will pass by the end of the scenario.

Correspondents know everything there is to know about the crew member in question, which means that at the beginning of the game another player knows more about a given crew member than that crew member's player does.

Up to three exchanges can take place through the course of play. The dialogue is initiated during the workshops by the correspondent. As a result, the third and final

response from the crew member will conclude the dialogue. When writing a letter, players should skip inconsequential small talk about “what’s life in space like” and get right to more meaningful conversation.

EVENT SCHEDULE

Each Period the facilitator will deploy scheduled events among the crew. An event is described on a slip of paper that includes a detailed description of the event, a roleplaying prompt, and other directions. Some events are accompanied by Task Evaluation Forms. Crew members will evaluate each other’s performance during these events. Players will mark a result on the form and hand it back to the facilitator. All players need to do is read the instructions and follow them, which includes portraying the activity for a few minutes that Period. The facilitator has information on how to resolve each event in the Facilitator Event Summary.

Some events will have conditional followup events if the specified requirements are not satisfied. For example, a craft maintenance event will have a follow up component failure event if the maintenance is not successful. Some events are specific to certain crew members, as indicated by the first two letters of that character’s name in the event code; [Period #].[Character Code]. (8.TR indicated that the event is for Trembley that takes place during Period 8, for example). Events marked with the code “fac” are instructions for the facilitator.

TASK EVALUATIONS

For evaluated tasks, the crew members involved will grade each other’s performance from “Very Distracted”, to “Distracted,” to “Focused,” to “Very Focused.” For the purpose of determining the success of a task, these ratings are converted to a score as follows:

Grade	Score
Very Distracted	1
Distracted	2
Focused	3
Very Focused	4

In order for a task to be successful, the grade must be 6 or higher, meaning that either both parties but rate each other as Focused or Very Focused, or if one is rated as Distracted then the other must be rated as Very Focused in order for the task to be

resolved successfully. Some events are easier with a certain crew member. If that crew member is involved, increase the score by one. The facilitator Event Summary contains instructions for this on an event by event basis.

Most evaluated events involve only two crew members, though two events require three crew members, and thus six evaluation forms. In order to succeed, the total score for this event must be 18 or higher. The events in question are 12.2 Illness: Aggressive Fungus (which modifies a future event) and 18.2 Craft Maintenance: Repair Charging Damage. Both of these events are conditional and may not come up in every playthrough. The Facilitator Event Summary has more instructions regarding this event.

THE CREW MANAGEMENT LOG

This log is intended for assist the facilitator in keeping track of everything that happens to the crew members as play progresses. Occasionally, crew members may need to consult with you regarding this information you've been recording.

Use the top section to coordinate your delivery of correspondence.

Each Period crew members will be enduring physical and mental conditions. Record the Period number the crew member received the condition in question in the appropriate box. Generally speaking, crew members should receive three to five conditions during play, unless they are especially good at finding trouble. Try see to it that players are getting a good mix of conditions by making sure that you aren't filling up any one box too much. Conditions are grouped into categories to help you keep each player's experience varied.

Additionally, each crew member should receive a single interpersonal event; use this log to make sure everybody gets one and only one.

Finally, you will need to record evaluation results. This is an ongoing tally; no need to record the Period the evaluation took place. You will be tracking Distracted/Very Distracted grades, and Very Focused grades.

MICROGRAVITY

When simulating microgravity the following rules of motion apply:

- ☐ **Propel yourself by pushing off of surfaces.**
- ☐ **Move in straight lines.** Once you push off, you are committed to a trajectory and velocity.
- ☐ **Follow your momentum through.** Once you grab onto something you continue to twist and float before you come to a resting position.

- ❑ **Experiment with different orientations.**

Microgravity techniques are employed at all times throughout the scenario, with the exception of some of the workshops.

OTHER ACTIVITIES

There are a few other activities the players will engage in during play. All of these are described in event descriptions that are placed in appropriate locations throughout the playspace.

- ❑ **Exercise:** Crew members must exercise regularly (by doing light physical activity) or else they may suffer from muscular atrophy and bone loss. Players will note their exercise on a log sheet. The facilitator will check for this as determined by the Facilitator Event Summary.
- ❑ **Study:** Crew members must engage their minds regularly or else they may suffer from boredom. Players will note the subject of their study on a log sheet, and they may do a web search on the subject if they wish. The facilitator will check for this as determined by the Facilitator Event Summary.
- ❑ **Nutrition:** Players will be given a snack and a beverage at the beginning of play. If they do not consume these items they may suffer from malnutrition. The facilitator will check for this as determined by the Facilitator Event Summary.
- ❑ **Observation:** Crew members alone or in pairs may appreciate the wonder of space by spending time in the Observation Deck. At the Observation Deck is a manila envelope full of high-resolution photos of space phenomena. Players are instructed to take a single photo and examine it at length. Once they are finished it is to be placed in a discard envelope; nobody will be able to examine that picture again. There is no mechanical effect to this; how crew members interact with the photo and with each other is entirely up to the players in question.
- ❑ **Station Logs:** Each station has a log to be filled out as a character engages with a given station's activity. The facilitator and other players will occasionally reference these logs.

FACILITATION

The following sections describe the facilitator's role in play and offers advice for troubleshooting a floundering scenario.

THE FACILITATOR

The facilitator is responsible for making preparations and briefing the players with all of the necessary information at the beginning of play, and directing the workshops. The Event Schedule and Facilitator Event Summary guides the facilitator through this portion of play. The facilitator should review the briefing, casting process, and workshops in advance.

During the bulk of play (while the crew is interacting with each other on the *Rubicon*) the facilitator also takes on the in-game role of Ruby, the craft's onboard AI. Ruby is an in-fiction alibi for the facilitator to interact with the characters for the purpose of managing events each Period. Ruby is not a fully developed character. In any case, all the facilitator must do is follow the instructions in the Event Schedule and Facilitator Event Summary from Period to Period.

After the events of the final Period have been resolved, the facilitator will lead the group through derolling and debriefing, which are again described in the Event Schedule and Facilitator Event Summary.

At all points in play the facilitator is tasked with monitoring the wellbeing of the players by remaining vigilant of any signs that may indicate that a player is having a difficult or undesirable experience. The facilitator has a better vantage point for assessing this than the other players, though all players share the responsibility of supporting one another in play.

PRINTING INSTRUCTIONS

- ❑ **Overview (p.4-21):** Doesn't need printing unless desired by the facilitator. Print double-sided.
- ❑ **Crew Dossiers (p.23-88):** Print single-sided. Separate the first page of each dossier, and place the rest of the dossier (including associated lined sheets) in manila envelopes labelled with the crew member's name. The first page of the dossier is placed on top of the envelope. The assigned correspondent role

immediately follows each dossier; place these beneath each crew member's envelope.

- ❑ **Crew Database (p.90-99):** Print double-sided and place in manila envelope labelled "Crew Database."
- ❑ **Crew Psychological Data (p.100):** Print single-sided.
- ❑ **Event Schedule (p.102-167):** Print single sided and cut along line.
- ❑ **Task Evaluation Forms (p.169-179):** Print single sided and cut along lines.
- ❑ **Facilitator Event Summary (p.181-188):** Print double-sided and include on facilitator's clipboard.
- ❑ **Travel Calendar (p.190-208):** Print single-sided.
- ❑ **Station Logs and Lists (p.210-221):** Print single-sided, place in each station. Include crew management log in facilitator's clipboard.
- ❑ **Station Signs (p.223-232):** Print single-sided.
- ❑ **Observation Deck Pictures ([link](#)):** Print single-sided. Professional high-quality photo prints strongly recommended.

SETTING UP THE SPACE

Setting up the space requires multiple tables, eight or more chairs (fourteen at most), and tape. The objective is to set up multiple stations for different kinds of activities. This setup description is just one possibility; you may desire to set up differently based on the space and resources you have available. In general just a little cramped is not only a good thing, but also reflects the reality of life aboard a spacecraft. Since the size and shape of the tables you have available may vary, these instructions will describe setup in terms of "table space." These instructions assume you are working with a more or less square room roughly eight meters to a side. You may have to deviate from these plans depending on what resources you have available.

Begin by placing some table space in the center of the room. The rest of the table space will be against the walls. If you are organized this should only take fifteen minutes to set everything up. The specifics aren't as important as creating a generally restricted space (except for the Recreation Room since players have to move around, and possibly the Cryostasis Chambers since players may desire privacy).

- ❑ **Crew Packets:** Assemble all of the crew packets by including the following in a manilla folder labelled with the crew member's name:
 - ❑ The first page of their dossier.
 - ❑ A manilla envelope labelled with the crew members name containing the rest of their dossier (lines sheets for letters included, ready for printing in order).
 - ❑ Place the assigned correspondent printouts beneath the envelopes
 - ❑ Make name tags for each crew member and include them in the folders.

- ❑ Other setup materials marked with the crew member's character code. The very top sheet should be "What's In Your Packet," which summarizes the contents of the folder. Consult this to make sure the packet is complete. All of these items are included in order in the setup materials in the Event Schedule.
- ❑ **Cryostasis Chambers:** The crew members will be reading and writing letters in this area, so they will need some room for the sake of privacy. Set up this station against a wall or around a large table. Place six chairs set comfortably around the table space. Place the fully assembled crew packets, one at each chair. Tape the Cryostasis Chamber sign to the wall nearby. Tape the Travel Calendar in a location that's easily visible while sitting at this station. Include a Correspondence event description, pencil, granola bar, and juice box at each seat in addition to the crew packet.
- ❑ **Computer Station:** Tape the Computer Station sign to the wall above some table space adjacent to the Common Area/Mess Hall. Place the Recreational Study Event, and Study Log, at this station. Include a pencil at this station. If you have a single extra chair place it here.
- ❑ **Cockpit:** Tape the Cockpit sign to the wall above some table space opposite the Cryostasis Chambers. Include the Cockpit Maintenance Log and event description and a pencil at this station. If you have two extra chairs place them here.
- ❑ **Observation Deck:** Tape up the Observation Deck sign above some table space to the side at the Cockpit area. Place the Observation Deck photos in a manila envelope labelled "Observation Deck." Label a second envelope "Discard" and place both at this station along with the Observation Deck event description. Place two chairs at this station.
- ❑ **Recreation Station:** Tape up the Recreation Station sign above some table space adjacent to the Cryostasis Chambers. Place the Exercise Log and the Recreational Exercise event description in this area. Include a pencil as well.
- ❑ **Common Area/Mess Hall:** Place the Common Area/Mess Hall sign on the central tables. Place the Socialization Log and event description, as well as some extra pencils at this station. If you have two to six extra chairs, place them around this table space.
- ❑ **Medical Bay:** Tape up the Medical Bay sign above some table space, wherever you have some free table space left. Place the Medical Condition List and Medication Dispensing Log in this space. If you have two extra chairs, place them here.
- ❑ **Workshop:** Tape up the Workshop sign above some table space, wherever you have some free table space left. Include the Equipment Checkout Log and Equipment List at this station. Set up your sound playing device in this station (if you need an outlet you can set this up elsewhere as needed). If you have an extra chair, place it here.
- ❑ **Airlock:** Tape up the Airlock sign on or immediately next to the door. Include the Airlock Log and a pencil somewhere nearby this station. If you have two extra

chairs, place them nearby. Also include the event sheet for Decompression Sickness at this station.

- ❑ **Extravehicular Activity:** Tape up the Extravehicular Activity sign immediately outside the door. Players will leave the room to perform EVA.
- ❑ **Facilitator's Station:** Find a workspace anywhere convenient. Place the clipboard, call bell, and Event Schedule sheets here as well (to be used by the facilitator). Take the clipboard and clip the Facilitator Event Summary, Crew Management Log, and a pencil to it. The facilitator will need this information handy at all times. Tuck all Unscheduled Event sheets, the event sheet for Unexplained Difficulties, and Crew Database sheets in a manilla envelope labelled "Crew Database" into this clipboard as well.

Below is one example of how you the space might be set up. Note the character packets, snacks, and other materials. The picture was taken while standing just inside the door that was used as the Airlock area. In retrospect this play space was a little more open than ideal; restricting it slightly would have been desirable.



FACILITATION OVERVIEW

Even though there are a number of moving parts in this scenario, facilitating it is actually very straightforward. It's true that the facilitator stays busy, but at no point do they have to think very hard. Each Period has a few minutes of activity followed by a few minutes of downtime for the facilitator.

EACH PERIOD

- ❑ Set a timer for 8 minutes.
- ❑ Deploy the events scheduled for that Period. If you've crossed an event out, don't deploy it. There is no need to announce whether or not a task was successful; the consequences or lack thereof will speak for themselves. Unscheduled events may happen at any time.
- ❑ Announce events to the currently active crew members as appropriate.
- ❑ Do not allow more than two or three consecutive failures.
- ❑ Update the Crew Management Log as crew members gain conditions.
- ❑ Follow the instructions on the Facilitator Event Summary and consult the Crew Management Log as needed.
- ❑ Deliver correspondence face down to the receiving crew member's seat in the Cryostasis Chambers.
- ❑ Ring the call bell at the end of the period, reset your timer, and update the Travel Calendar.

POINTS OF INTEREST

- ❑ Do not allow the group to fail more than two or three consecutive tasks. Instead, let the crew have a lucky break. There is no need to explain this to the players. Too many failures will be detrimental to the tone of the scenario causing the players to disengage. Use your best judgement. Similarly, if they haven't failed by Period 13 or so, fail some maintenance tasks so they can experience the stress of failure.
- ❑ Play is very internal. It may be difficult to tell if players are having a good time or not. In early playtests players were most engaged with the correspondence procedure. If they are reading and writing letters they are probably engaged.
- ❑ It's not a major problem if an event is mishandled by you or another player. Odds are strong that there will be enough going on that nobody will be aware unless you convey that something is amiss. Just let it go.
- ❑ Keep a good Crew Management Log. Use your best judgement and make sure that no single crew member receives too much of the same kinds of conditions, even if the Facilitator Event Summary instructs you to do so. Deviate from these instructions thoughtfully.
- ❑ If you forget to set your timer during a Period, just guess. It's no big deal.
- ❑ Remind the crew when they receive correspondence if they seem to have forgotten to check.
- ❑ There will always be one player that's confused by the letter writing. Go through the Correspondence instructions with them if they need it. Explain that they are a part of two ongoing conversations. Point out that letters from their crew member to

their correspondent have red lines, while letters to another crew member as a correspondent have blue lines.

- ❑ If an event seems like it will serve no purpose (the crew is already struggling with tasks or conditions, for example), then at your discretion you may disregard an event. Just be sure that the crew is still feeling busy.
- ❑ If a player seems to be overwhelmed by handling the papers, give them fewer things.

MEDIA

[Observation Deck Pictures](#). Professional printing is recommended, but one could work these images into a powerpoint slide show if desired.

During play you will need to play three different audio tracks, both of which are found on YouTube.

- ❑ [Space Shuttle Launch Audio - play LOUD \(no music\) HD 1080p](#); used during the workshops.
- ❑ [International Space Station \[ISS \] Ambient Noise for 6 Hours](#); played from Periods 1 through 17.
- ❑ [Space Sounds: Venus EM Noise \[1 Hour of Sleep, Focus, and Relaxation \]](#); played during Period 18.

TROUBLESHOOTING

The most important thing you can do is trust the players to do what they need to do to have a good time. It may not be visibly apparent how they feel about their experience, and that's ok. If players are engaging with the correspondence that's a good sign. If something happens out of sequence or if a player misunderstands a direction just let it go and move onto the next thing. Don't draw attention to the mistake. The scenario is fairly resilient and it's unlikely that there will be consequences that reduce the quality of play.

Three things you can do if you feel the scenario isn't connecting with the players:

- ❑ **Ask players to lean into their motivations.** These motivation statements are on the first page of their dossiers in bold. Ask them to bring that motivation to the surface of their interactions.
- ❑ **Shorten the Period length.** Set your timer to seven, or even six minutes per period. This will increase the pace and energy a little bit. The last half of the scenario should feel a little hectic, especially as they hit dramatic moments like the decompression, geopolitical upset, and radiation spike events.
- ❑ **As Ruby, give crew members direct instructions.** Ask crew members to check in on or otherwise interact with each other. Express a concern about another crew

member. Ask crew members to perform an Event related task. Pit crew members against others with more authority.

As a last resort you can take a break and talk about it, even though the scenario is rather fluid and scheduled breaks are not required. If you can have a good discussion about the characters then you've accomplished the most important aspect of play.

As a side note, Period 19 can get a little bit sidetracked. Direct the conversation away from details about Earth toward the moral dilemma of what to do with humanity and what the character's deserve as people (though it's fine if players talk about how Earth has been described to them in their correspondence). Determining population viability is not the point of the discussion in Period 19. Earth needs the people, stored genetic material, seed bank, comprehensive database, and colony structures of the *Euryale* in order to have a decent chance to survive and rebuild. The population is small and mostly stable, but gradually diminishing. Life on Earth, even with the *Euryale*, will be fraught with generations of arduous labor, disease, and hostile environments. Without the *Euryale* the best outcome is a new dark age and the worst outcome is extinction over the next few decades. Beta Persei VI is a promising if risky new home. Everyone will probably have a comfortable (if busy) life there in a fresh environment. For our purposes both Earth and the *Euryale* have about two million people and the *Rubicon* can make the return trip.

DESIGN NOTES

INTENDED PLAY EXPERIENCE

REDSHIFT means to saddle players with a central contradiction about the nature of their character's person. On one hand they are accomplished professionals who are on a critical mission that may save human life on Earth. On the other hand they have all been complicit in some awful events through the course of their lives. Do they deserve to be lauded as heroes? Can they trust their colleagues knowing that they are themselves untrustworthy? How will they reconcile these contradictions?

The scenario concludes with a difficult moral dilemma. Do they abandon the people of Earth by allowing the *Euryale* to continue colonization of a perfect new home, or do they send the people of the *Euryale* back to an Earth decimated by climate change and conflict? How the crew sees themselves and their need for redemption or condemnation will factor into this decision.

ABOUT REDSHIFT

REDSHIFT embodies many things for me. At first this scenario was about shame and personal duality; the faces we present and the truths we withhold. And that much is true; this scenario is about that. I initially chose the space environment because it too encompassed a duality between wonder and terror. I find this to be a commentary overall on the characters and their lives, both on Earth and after. There isn't one side of a person without the other.

But it became about much more to me. While writing this scenario I was diagnosed with post-traumatic stress disorder, and I decided to move across the country away from my home community. I essentially made the same choice the crew members in this scenario had made when they decided to join the mission. Further, I didn't want to accept how much I had been affected by the events of my life, as I had been repressing the distress resulting from my PTSD because I thought that it "wasn't that bad." It's a little weird realizing that I was on my own parallel journey as the narrative I was designing without even knowing it.

As a point of interest, this scenario was initially inspired by the myth of Medusa. I've chosen not to emphasise this directly, but it's present in *REDSHIFT*'s thematic structure. Despite the ironic prophecy, I'm not really sure what else to say. This scenario caught my reflection, and I wonder if it will catch yours too.

I'd like to express my gratitude to my loving partner Rosalie, who offered up an incredible amount of support and enthusiasm. Thank you for listening to me prattle on about this for the last several months!

-Tayler Stokes, January 2018

ABOUT THE DESIGNER

Tayler is an avid explorer of high-impact scenarios. His scenarios frequently explore themes related to inquiries into masculinity, and have been recognized by the Indie Game Developer Network as well as featured at the Stockholm Scenario Festival, Metatopia, Gamestorm, and now Fastaval. Tayler has been an active community organizer throughout the United States. When not playing or writing scenarios, he is a cat-dad, keeps bees, gardens, studies masculinity, and enjoys the best beer he can find.

Read more about Tayler's work at www.theactapart.com. Tayler can be reached at tayler@theactapart.com.

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CREW DOSSIERS

FARAGO

Dossier p1/4

FARAGO IN 2572

You embody the hero for the common folk. You came from a large family of modest means. You joined the military young and worked your way up from the bottom. You proved yourself time and time again, first as a foot soldier seeing your unit through dangerous engagements, and finally as a commander attaining victory for your country in critical missions.

You strive to be very capable at everything you do and will rise to any occasion; you fancy yourself to be invincible. You are known as someone who takes care of their own no matter what. Despite a grim sense of humor, you often show a gentle side. You never give up, even when you know that you should. **You joined this mission to show that something can be done about this dire situation. You want to prove your own resilience and that even impossible circumstances can be overcome.**

You've left your immediate family, a mother and three siblings, on Earth.

YOUR ROLE ABOARD THE RUBICON

You are the captain and mission commander of the *Rubicon*. You are a military air force pilot who has been extensively flight trained. You are the most capable of operating the spacecraft. It's your job to see to the success of the mission and the well-being of the crew through the efficient application of their expertise. Though you may take an authoritative stance and give the remaining crew orders that they are expected to follow, the intention behind your role is that of a group facilitator. This mission is a collaboration between government, military, and civilian organizations from multiple nations and as such no one agency has imposed their structure on the mission. Your daily duties include efficient delegation of tasks and keeping yourself fully informed in regards to the state of the *Rubicon* and the crew. You are expected to take charge and act fast in emergency situations.

AS FARAGO

Farago is 39 years old. You may fill in any details about Farago as you like, but the information included in your dossier is true whether Farago admits or accepts it.

Your initial portrayal of Farago based on the information on this sheet is your "practiced facade." Maintain your practiced facade as you learn more about their past. Though you may show cracks or even eventually drop the facade, **do your best to maintain this practiced facade as long as possible.** Should you receive instructions or information that complicates or contradicts your practiced facade, try to do or be both things.

Your correspondent is Vali, your younger sibling. You haven't had a close relationship in a long time, so it's good that you are able to talk more now. Vali is 32 years old at the time of departure.

FARAGO

Dossier p2/4

2551

You didn't just enroll in the military out of patriotism or calling, you enrolled to get away from your mother. You were the oldest of four children, and your siblings are all much younger than you. When you were around, you could protect and support them. The day you left, your oldest sibling wouldn't speak to you, and the younger two never stopped crying. You know that what happened to them wasn't your fault, but you were one of very few who could have done anything.

2556

Though the accepted narrative of your military career is that of a homegrown hero, the fact of the matter is that as a unit commander you were involved in a politically sensitive engagement in which many civilians got killed. You acted on orders that lead to the deaths of dozens of civilians that were believed to be hostile combatants. It went to court and your unit and your commander were determined to be not guilty of any wrongdoing. Sometimes bad information leads to bad things happening that isn't really anyone's fault. It's a shame, but it is what it is.

Take the next sheet out of your envelope. This is a blank page for writing a response to Vali. Write your response on this sheet and hand it to the facilitator when you are finished.

SENDER: FARAGO

FIRST RESPONSE

FIRST RESPONSE

FARAGO

Dossier p3/4

2551

You knew exactly what would happen to your siblings, because it happened to you. What your mother did to you - the strangulation, the screaming, the neglect for days on end - you knew that your siblings were going through the same thing. Worse maybe, if she decided to somehow get back at you by taking it out on them. None of them ever wrote you while you were in the service. And you never wrote them.

2556

The military serves its own first. Only the people on the ground know what really happened, no matter what the official report says. There were no orders, you and your men acted on your own initiative. You and two buddies got restless and went looking for some fun. You just meant to fuck with the guy and blow off some steam. But then his daughter was screaming, guns came out, and she got shot. Then there was screaming and brawling, and the rest of the household got shot by you and your buddies. Then you had to lie about it, make up an excuse. And to make the lie real you lead a raid on the compound that left fourteen civilians dead. When your commanding officer found out all they had to say was "Fuck every last one of them." And so your lie became true.

Take the next sheet out of your envelope. This is a blank page for writing a response to Vali. Write your response on this sheet and hand it to the facilitator when you are finished.

RECIPIENT: VALI

SENDER: FARAGO

SECOND RESPONSE

FARAGO

Dossier p4/4

2556

After massacring the civilians you were a wreck. You couldn't get the sight of the bodies, the smell of the blood, the sound of their gasping out of your head. You knew exactly how fucked up it was. You couldn't accept it as real, and in a twisted way that's why you did it.

Two weeks later you are in the scrub two hundred meters from base camp, the barrel of your side arm against your temple, tears running down your face, eyes pressed shut, reliving it. Just before you can pull the trigger, Pvt Amond finds you, wrestles you to the ground and holds you there. He talks you down by reminding you of your siblings, how they still need you to be alive, or what else is there for them?

You end up going back to base. Amond never tells anyone about this, and neither do you. For the next few months he sticks with you, and you became good friends. Then you got stationed elsewhere. He wrote you sometimes over the years. You didn't read most of them and never responded, and never saw him again.

Take the next sheet out of your envelope. This is a blank page for writing a response to Vali. Write your response on this sheet and hand it to the facilitator when you are finished.

RECIPIENT: VALI
SENDER: FARAGO
THIRD RESPONSE

CORRESPONDENT

YERA, TREMBLEY'S CORRESPONDENT

You are Yera, Player Trembley's lover. You were 29 when the *Rubicon* departed.

ABOUT TREMBLEY

Trembley is the onboard psychiatrist.

Trembley always put their work above everything else. This greatly impacted all of their relationships. While their family was proud of them, Trembley never nurtured any of those relationships at all. Trembley's marriage quickly fell apart, though Trembley blames their former spouse for this because Trembley sees their work as too important for it to be any other way.

It's true that Trembley is a brilliant psychologist, but they believe that this affords them extra privileges that less capable people don't deserve. In 2551 they began a sexual relationship with a patient under their care. Over the years they had several such relationships, but were never caught. Trembley believes that such behavior is only a problem for people who can't handle it.

Trembley truly believes that they are the most important person to the success of the *Rubicon's* mission. They expect to be credited with saving the human race for their deeds and sacrifices.

ABOUT YERA

Your relationship Trembley is the only intimate relationship you've ever known. The relationship began when you were 15 years old as a patient under their care and lasted for four years. You resumed the sexual relationship one year ago. You believe you love them and you intend to hold onto that feeling for the rest of your life. Your case was a complicated one; Trembley was the only person who was able to help you. You had to lie about some things to get approved for correspondence.

Your entire life will pass during the course of play. You will experience military conflict, food shortage, drought, disease, displacement, and deaths. Perhaps the occasional hopeful event such as a birth, marriage, or finding a purpose as well. You may decide that you have died for some reason; if so send notice of this event from a third party instead of a letter.

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SENDER: YERA

RECIPIENT: TREMBLEY
SENDER: YERA
THIRD CORRESPONDENCE

OU

Dossier p1/4

OU IN 2572

You are a trained hostage negotiator and mediator. Throughout your career you have worked many tense arbitrations, including conflict de-escalation and hostage exchanges. You never cared to have lots of friends, and your family was never very close. Your parents never married and lived apart for most of your childhood.

Despite your profession, you are actually a rather private person. You are known for being calm under pressure, and for being unwavering in the face of challenging situation. You are shrewd and careful, always a few steps ahead of the rest. However you are also competitive and sometimes stubborn; you always like to measure up. **You joined this mission in order to accomplish something that actually makes a positive difference. You need to believe in something so that you can find hope; something that makes enduring life on Earth worth it.**

You have left your parents and your former spouse, Deniz, on Earth.

YOUR ROLE ABOARD THE RUBICON

You are the XO; second in command to the captain. Your function is twofold: to assist in interpersonal mediations between crew members on a long and challenging mission, and to perform whatever negotiations are necessary with the crew of the *Euryale* upon arrival in Beta Persei. Personnel management falls to you, and other responsibilities may be assigned to you by the captain. Your daily duties include assisting the captain and managing the personnel aboard the *Rubicon*. You are best suited to mediating interpersonal conflicts and other negotiations.

AS OU

Ou is 34 years old. You may fill in any details about Ou as you like, but the information included in your dossier is true whether Ou admits or accepts it.

Your initial portrayal of Ou based on the information on this sheet is your “practiced facade.” Maintain your practiced facade as you learn more about their past. Though you may show cracks or even eventually drop the facade, **do your best to maintain this practiced facade as long as possible.** Should you receive instructions or information that complicates or contradicts your practiced facade, try to do or be both things.

Your correspondent is Deniz, your former spouse. You went your separate ways years ago, and you don’t know why they want to talk to you. But, your approved list of correspondents was short, the decision needed to be made quickly, and you are still legally married even after all this time. Deniz is 36 years old at the time of departure.

2564 - 2566

As resources became scarce, tensions flared, and often became violent. You were a lead negotiator for three high-profile hostage situations in the mid 60's. Each one of them was a total failure, and in each one most or all of the hostages were killed; tortured in one case. You still remember the video of their mutilation as they begged for you to concede to the demands. All of this for clean water. The shadow of these events followed you everywhere. You may not have killed them personally, but even so their blood is on your hands.

2570

You were the very last choice candidate for a position aboard the *Rubicon*. At the time crew roster was finalized, the first choice candidate was being held captive somewhere in Asia, and the second choice candidate had recently been killed in action. Eventually they settled upon you, and rushed you through training. Both you and others now have some doubt in your abilities, but you are the best shot they've got. The pressure is immense.

Take the next sheet out of your envelope. This is a blank page for writing a response to Deniz. Write your response on this sheet and hand it to the facilitator when you are finished.

SENDER: OU

2566

In late '66 you uprooted and disappeared. You were done, your failures were too costly. What would your friends and family want to do with someone like you? You were deeply ashamed, and they must have been as well. So you moved across the globe and became anonymous. You took some crap job as a delivery driver and lived an inconsequential life. You drank heavily. This is the most you could ever be again. This self-imposed exile, this penance suits you.

2570

Somewhere, deep down, you want redemption, but you know that you will never deserve it. What can you do? There is no coming back from so many inescapable failures. Mission control eventually tracked you down. Who knows how long it took them to find you. When you received the offer to join the *Rubicon* you took it without hesitation. This would either be the redemption you were seeking, or it would get you even farther away from here, from everything that's happened.

Take the next sheet out of your envelope. This is a blank page for writing a response to Deniz. Write your response on this sheet and hand it to the facilitator when you are finished.

SENDER: OU

[illegible]

2566

When you left, you did it out of the blue. You never told your Deniz, your parents, anybody. You couldn't face them. You knew how they felt, what they would say, anyway. But you never gave them a chance to actually say it.

Over the years you'd occasionally see that Deniz was trying to reach you, though they had no idea where you went. You even brushed off a private investigator once. But none of that mattered. What could they want with you? What could anyone want with you? Better to just stay away. For their sake.

2569

You had it all planned out. You'd just go over the rail and down the cliff face. It would be days before anyone would know. You scoped out the site several times. It must be one of the last places left with a beautiful sky. You wrote a goodbye letter to Deniz. But you never did it. You came close, almost able to finish the act, but you backed down every time. So weak-willed. What a coward. Such a waste. You are cursed to live with this shame and pain.

Take the next sheet out of your envelope. This is a blank page for writing a response to Deniz. Write your response on this sheet and hand it to the facilitator when you are finished.

SENDER: OU

CORRESPONDENT

CYRIL, KUCERA'S CORRESPONDENT

You are Cyril, Player Kucera's friend from university. You were 26 when the *Rubicon* departed.

ABOUT KUCERA

Kucera is the onboard computer engineer.

Kucera was always too smart for their own good. They took advantage of their position, their success, and the people around them. Kucera has always had difficult relationships. This came to a head when one of their coworkers, Wren, complained about them to their employer. There was enough documentation and Kucera was removed from their position. Kucera then retaliated by spreading rumors and allegations about Wren to their academic community, family, and coworkers. Many of these were serious: child pornography, domestic abuse, drug addiction, plagiarism. This affected Wren's family too; Wren's child was bullied at school on account of this. Wren was eventually forced into retirement. In 2568 Wren brought a weapon to their former place of work and committed a rampage shooting. Wren was apprehended alive.

Kucera enjoyed watching Wren's life fall apart in such a huge and public way. The shooting surprised Kucera, but believing that Wren was just a psychopath justified Kucera's behavior in their own eyes. Kucera's comments and satisfaction with the events eventually lead to some believing that Kucera was involved. Between that and other pre-existing tensions Kucera was unofficially blacklisted. Kucera accepted the appointment to the *Rubicon* partly because they had no choice, but also because they believe they are the best in the world and deserve the recognition.

ABOUT CYRIL

You are on Kucera's side. How could they have known Wren would go on a killing spree? Nobody could, therefore it's not Kucera's fault that happened. Sure, things might have gone a little too far, but who's to say. There's no point in dwelling on it forever.

Your entire life will pass during the course of play. You will experience military conflict, food shortage, drought, disease, displacement, and deaths. Perhaps the occasional hopeful event such as a birth, marriage, or finding a purpose as well. You may decide that you have died for some reason; if so send notice of this event from a third party instead of a letter.

SENDER: CYRIL

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SENDER: CYRIL

SENDER: CYRIL

ACOSTA

Dossier p1/4

ACOSTA IN 2572

You are a pioneer of mechanical engineering. You are credited with numerous groundbreaking innovations and have contributed to many publications, even though you are still young in your field. There is no doubt that had you not been promoted from the ground crew to the space crew you would have contributed a great deal to Earth, but Earth will still need you when you return.

You have always been a by-the-rules sort of person, and are very patient. You are known for being soft-spoken and for always having a kind word to say. You are extremely detail-oriented, and have been accused of being a perfectionist. **You joined this mission because you want to see something truly beautiful again. You want a world where people can feel safe, and where they have what they need to survive.**

You've left a partner, Perrin, and stepchild, Marion, on Earth.

YOUR ROLE ABOARD THE RUBICON

You are a mechanical and electrical engineer. It's your job to keep the *Rubicon* running properly. You monitor and maintain the spacecraft's systems, and you are likely to be the most capable of making repairs or improvising solutions to hardware challenges - you were one of the people that designed this craft, after all. You are capable of crafting replacement parts for most systems in your workshop. Your daily duties include general maintenance and monitoring the *Rubicon's* performance. You are best suited to replacing components and making major repairs.

AS ACOSTA

Acosta is 31 years old. You may fill in any details about Acosta as you like, but the information included in your dossier is true whether Acosta admits or accepts it.

Your initial portrayal of Acosta based on the information on this sheet is your "practiced facade." Maintain your practiced facade as you learn more about their past. Though you may show cracks or even eventually drop the facade, **do your best to maintain this practiced facade as long as possible.** Should you receive instructions or information that complicates or contradicts your practiced facade, try to do or be both things.

Your correspondent is Marion, your stepchild with your partner Perrin. Your departure has been difficult on your family. Marion is 15 years old at the time of departure.

ACOSTA

Dossier p2/4

2564

Throughout the 2500's tensions rose around the globe. Your region was severely impacted in 2551. A heatwave and drought created a severe food shortage that killed thousands outright, made refugees of millions, and turned your home into a violent and desperate bid for survival. Military conflict broke out on all sides, and most people who fled to neighboring countries for protection were refused. Many stayed and organized, pooled their resources and came together as a community to survive. Eventually, your home country collapsed and became nothing more than a battlefield for extended conflicts. It's not clear what happened to the people that had no choice but to stay.

You fled the area well before any of that happened. You were lucky enough to be well educated and financially well off, and were able to buy yourself a new life far away on the other side of the world. You were able to bring your Perrin and Marion with you, but nobody else. You knew they would plead, beg, and blame you for leaving. The three of you left without saying goodbye. It broke your hearts to do it.

Take the next sheet out of your envelope. This is a blank page for writing a response to Marion. Write your response on this sheet and hand it to the facilitator when you are finished.

SENDER: ACOSTA

ACOSTA

Dossier p3/4

2557

You love Perrin, but the two of you were never effective parents together. You have never really connected with Marion. At first you thought that you would, some day, develop a bond and everything would work out like it's supposed to. But that never happened. You did all the things that you are supposed to do as a parent - put their needs before yours, always been there for them, provided for them - but you never wanted this. It was the right thing to do, but it derailed your life. Were it not for your Perrin and Marion, you would have been far away from here long ago.

2565

You made the mistake of hoping that once you were in a different place, far away from that situation, that everything would be different. It wasn't. With nowhere else to go, you retreated deep inside yourself. Your guilt for suddenly leaving people in your home country was quickly consuming you. As a result you threw yourself more and more into your work, as if that could justify what you've done, motivated in equal parts by disconnection and desperation. After a year you were sometimes physically present, but that's all. You couldn't face what you've done. You were nothing but your work.

Take the next sheet out of your envelope. This is a blank page for writing a response to Marion. Write your response on this sheet and hand it to the facilitator when you are finished.

SENDER: ACOSTA

ACOSTA

Dossier p4/4

2564

You never really talked about how much the collapse of your home affected you. Over months you saw your people starve, suffer, and often you'd find a corpse of someone that you recognized in the street. All the while you had enough money to to keep the worst of it from you and your family. The way the less fortunate would look at you, clearly not yet starving, while they perish one by one. The fear of that happening to you was paralyzing. So you looked away; you couldn't face it even for a moment.

Which is why you betrayed your home country to the invading military. They were seeking many persons of interest, and in exchange for providing information on their whereabouts they allowed you and your family passage out of the area. Perrin thought it was a miracle. But you knew better. The people you betrayed - and probably the rest of the people hiding with them - were either killed or captured. The city fell completely about a week later, and by the end of the month your country had surrendered.

2567

You told everyone that you were promoted from the ground team because you knew the *Rubicon* best, and you better met the physical requirements for the mission. The others they were considering had too many medical concerns for the journey. They asked you to do it, and how could you refuse?

The truth is that you applied for the position in secret, and worked extremely hard to qualify as the best fit candidate. You poured over the designs for the *Rubicon* non-stop, and trained obsessively in your spare time. At least a death in space would most likely be a quick one, and if the mission were a success then the Earth you'd return to would be better than the one you left. In the end you were the obvious candidate. It's better that your partner and stepchild don't know that you left them to their fate on Earth, a fate that you refused to face yourself. If they have to endure the heartbreak of you leaving them forever, at least they don't have to know that you abandoned them deliberately. So here you go again, abandoning your people to save yourself.

Take the next sheet out of your envelope. This is a blank page for writing a response to Marion. Write your response on this sheet and hand it to the facilitator when you are finished.

SENDER: ACOSTA

CORRESPONDENT

DENIZ, OU'S CORRESPONDENT

You are Deniz, Player Ou's spouse.

ABOUT OU

Ou is the XO.

Ou was a hostage negotiator and mediator. In '66 they underwent a series of failed negotiations in which hostages were killed and tortured. Ou couldn't handle this. Their failure consumed them.

Then one day, they were just gone. No note, no talk, just gone one morning. For years they lived anonymously in the middle of nowhere driving a truck. Ou drank heavily and committed themselves to a minimal and miserable life as a means of punishing themselves. Ou was in the process of planning a suicide, but never went through with it.

Ou accepted the appointment to the *Rubicon* without a second thought. For Ou it was an even deeper form of exile and possibly a means of redemption. However, Ou was the final choice for this mission; all of the other candidates were lost, killed, or otherwise ineligible. Ou was rushed through training and is unprepared for the mission compared to the rest of the crew.

ABOUT DENIZ

You miss Ou deeply. Their departure was heartbreaking for you and the rest of their family. You tried to find them - you pleaded for Ou to return online, you hired a special investigator, you filed missing persons reports. You thought you'd never see Ou again. But then, once they accepted the appointment, suddenly you were in contact again. You've hardly spoken to Ou on account of their training, but you are very glad that you'll be able to talk to them, at least a little bit.

Your entire life will pass during the course of play. You will experience military conflict, food shortage, drought, disease, displacement, and deaths. Perhaps the occasional hopeful event such as a birth, marriage, or finding a purpose as well. You may decide that you have died for some reason; if so send notice of this event from a third party instead of a letter.

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RECIPIENT: OU

SENDER: DENİZ

SECOND CORRESPONDENCE

[illegible]

KUCERA

Dossier p1/4

KUCERA IN 2572

You hold several degrees in advanced mathematics and computer science. Your claim to fame is developing new cognitive structures for artificial intelligence. You are very young for someone as successful as yourself. Your family life growing up was a mess, so you had to find other ways of surviving socially.

You like to be the center of attention, the life of the party, and you have a way of capturing the attention of those around you. You are known for being an inspired engineer, for being crafty and creative, for thinking outside the box. If anything you are too passionate; you can get a little hot headed sometimes. **You joined this mission to accomplish something grand, and to be recognized for it. You don't want to be forgotten as the entire planet falls into ruin.**

You left many casual friends and some enemies on Earth, but nobody that you were really close to.

YOUR ROLE ABOARD THE RUBICON

You are the computer engineer. Given the exposure to radiation that all systems will endure, you are expected to perform a lot of data maintenance. The most important system is the onboard AI, which you both work with and maintain. Nearly everything on the *Rubicon* is guided by computer, so your hands will be full. Your daily duties include running diagnostics on the *Rubicon's* systems. You are best suited to troubleshooting and repairing circuitry damage caused by single event latch-ups and single event burnouts.

AS KUCERA

Kucera is 27 years old. You may fill in any details about Kucera as you like, but the information included in your dossier is true whether Kucera admits or accepts it.

Your initial portrayal of Kucera based on the information on this sheet is your "practiced facade." Maintain your practiced facade as you learn more about their past. Though you may show cracks or even eventually drop the facade, **do your best to maintain this practiced facade as long as possible.** Should you receive instructions or information that complicates or contradicts your practiced facade, try to do or be both things.

Your correspondent is Cyril, a friend from university. They've been on your side the whole time, even when you were targeted by your former colleague, Wren. Cyril was 26 at the time of departure.

KUCERA

Dossier p2/4

2567

In '67 you held a lead software development position at a technical institute. It was basically your dream job - you were a vital part of a team that was working on big things. Because you were an integral part of a team working on important AI development, this allowed you the freedom to work however you wanted. You took liberal advantage of the privileges your position afforded - you deserved it, after all. It was perfect.

However, a colleague of yours, Wren, had it in for you. They dug up as much dirt as they could on you and reported you to the administration. After a few weeks this resulted in your removal. It was humiliating, to say the least. What's worse is that Wren ended up getting a position on your old team, filling a vacancy created after some shuffling around following your removal.

But two can play at that game. From this point on you would see that Wren was humiliated and ruined. But fuck Wren, anyway. They always had some kind of issue with you. There have always been people like Wren around; people who are jealous of your natural talent and can't stand to see your success. They'll get what's coming to them. By '68 they were out of a job.

Take the next sheet out of your envelope. This is a blank page for writing a response to Cyril. Write your response on this sheet and hand it to the facilitator when you are finished.

SENDER: KUCERA

FIRST RESPONSE

FIRST RESPONSE

KUCERA

Dossier p3/4

2567

You started your takedown of Wren by spreading tons of fictitious allegations. Child pornography, domestic violence, drug addiction, academic plagiarism. You started in the academic community, then made sure their family heard about it, then finally made sure word got around the technical institute. After all that was stewing you doxxed Wren, making their personal information public. The good citizens of the internet did the rest.

2568

You watched from a distance as their life fell apart, and you savored it. Once their family got involved it really got good. Apparently word got around their child's school, and some student torched their car. It was coming in from all angles. By the end of the year everyone in their communities had heard about it, and they were forced to resign from their position with the technical institute. It's great to see justice in the world; there isn't enough of that these days.

Take the next sheet out of your envelope. This is a blank page for writing a response to Cyril. Write your response on this sheet and hand it to the facilitator when you are finished.

RECIPIENT: CYRIL

SENDER: KUCERA

SECOND RESPONSE

KUCERA

Dossier p4/4

2568

At the end of '68 Wren snapped. They got a hold of a weapon somewhere and went on a rampage shooting at the technical institute. Eleven people were injured and six were killed. Wren was apprehended. You couldn't have known. Apparently they were a psychopath all along. You knew they were a piece of work, but you never expected this.

2569

Even so, you were kind of delighted to see just how far it went. Wren really deserved this. But here and there, you tipped your hand. You were a little too pleased about this tragedy, talked about it a little too much. You don't know who it was exactly, but word got around, it built on pre-existing tensions, and people started distancing themselves from you. It wasn't long before you were unofficially blacklisted. You wouldn't have had to take the *Rubicon* appointment otherwise.

Take the next sheet out of your envelope. This is a blank page for writing a response to Cyril. Write your response on this sheet and hand it to the facilitator when you are finished.

SENDER: KUCERA

CORRESPONDENT

LONNIE, DODSON'S CORRESPONDENT

You are Lonnie, Player Dodson's friend and former colleague. You were 34 when the *Rubicon* departed.

ABOUT DODSON

Dodson is the onboard physician.

Dodson and Nico married young in an attempt to have a life while there was still time. The couple had two children together, Grey and Flynn. One after another all of them died. Dodson was a part of the relief effort and was away from home for all of this.

Flynn died in an accident at home. The children were playing, Grey shoved Flynn, and Flynn hit their head just right and died shortly thereafter. It was an accident. Grey was traumatized and became very sick. While Dodson was still mostly away, and seemingly didn't grieve Nico started an affair. Later Grey fell into a coma, from which they aren't expected to recover, and Nico told Dodson about the affair. Dodson continued to stay away. Not long later Nico was killed in a violent mugging. Dodson has not returned home since.

Though Grey is technically alive, their death is imminent. Dodson has been consumed by all of these events, but still has not taken time to grieve their family's passing.

ABOUT LONNIE

Lonnie is a former colleague of Dodson, but they also knew the entire family. Nico and Flynn's passing as well as Grey's condition was difficult for everybody who was near them. Lonnie knows that Dodson has not dealt with their own feelings and believes that Dodson's response is not healthy. Further, Dodson's choice to disengage from Grey is complicated, but unfair. Lonnie wants to see Dodson recover from everything that's happened, and it's clear that Dodson hasn't even begun to do so.

Your entire life will pass during the course of play. You will experience military conflict, food shortage, drought, disease, displacement, and deaths. Perhaps the occasional hopeful event such as a birth, marriage, or finding a purpose as well. You may decide that you have died for some reason; if so send notice of this event from a third party instead of a letter.

SENDER: LONNIE

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SENDER: LONNIE

SECOND CORRESPONDENCE

SENDER: LONNIE

THIRD CORRESPONDENCE

[illegible]

TREMBLEY

Dossier p1/4

TREMBLEY IN 2572

You are an internationally revered psychologist. In 2562 you became the director of a school of medical psychology. You are interested in this mission because of the unique research opportunity it presents. Though the field will undoubtedly develop in your absence (assuming that civilization survives that long), you will still return with valuable data all the same.

You are very perceptive; nothing ever gets past you. You are known for your compassionate and disarming demeanor that makes you very relatable. Though you hate to admit it, you actually find most people to be very boring. **You joined this mission because it's the most important possible thing you could do with your life. You hope that your exploits will inspire others to strive for greatness as they look up to your example.**

You have left many colleagues and patients that depended upon you on Earth, as well as your recent partner, Yera.

YOUR ROLE ON THE RUBICON

You are the crew's psychiatrist. You have been charged with managing the psychological well-being of the crew. You are expected to help the crew cope with the emotional and interpersonal challenges they will face on this mission. You are capable of creating many medications through the pharmaceutical suite. This mission is expected to be extremely demanding on the crew. Your daily duties involve monitoring the psychological well-being of the crew through regular consultations. You are the best suited to intervene during a mental health crisis.

AS TREMBLEY

Trembley is 45 years old. You may fill in any details about Trembley as you like, but the information included in your dossier is true whether Trembley admits or accepts it.

Your initial portrayal of Trembley based on the information on this sheet is your "practiced facade." Maintain your practiced facade as you learn more about their past. Though you may show cracks or even eventually drop the facade, **do your best to maintain this practiced facade as long as possible.** Should you receive instructions or information that complicates or contradicts your practiced facade, try to do or be both things.

Your correspondent is Yera, an old flame from a few years back. You rekindled your old relationship about a year ago. They are infatuated with you. Yera is 29 years old at the time of departure.

TREMBLEY

Dossier p2/4

2546

As you realized your natural aptitude for psychology, you poured yourself into your studies more and more. Your parents were proud. You married young. You were driven and focused. You were going places.

You explained to your spouse time and time again, than in this industry, you've got to expect to make sacrifices. In this case that meant working long hours and relocating as needed, moving away from friends and family. You had no choice but to remain fixated on research and publication.

As a result you and your spouse spent much of the year apart, and your relationship became much more of a formality. Your family could never really keep up in conversation with you, so you only blew through town for the holidays. Between your career focus and the gradual collapse of the world you saw everyone less and less, and eventually not at all.

The whole world was falling apart, but not you. You were always a cut above, and one day soon the world would need people like you.

Take the next sheet out of your envelope. This is a blank page for writing a response to Yera. Write your response on this sheet and hand it to the facilitator when you are finished.

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

TREMBLEY

Dossier p3/4

2551

In 2551 you began your first intimate relationship with a patient. Though this is generally considered to be a professional infraction, those rules were made for people who aren't capable of managing complex relationships. And what were you to do? Your spouse didn't support you in your career; they knew what they were signing up for when you got married. Besides, you were doing great things - should you be allowed to find a little happiness so you can continue to make the world a better place?

You were never caught.

2570

All studies of space travel and similar operations have arrived at the same conclusion: the top reason space missions fail is due to mental health and interpersonal issues among the crew. This means that you are absolutely integral to the success of this mission, more so than any other individual aspect. Though it's unwise to stress this point to the rest of the crew, everyone at mission control surely understands that this mission is truly in your hands, and when you return, you have no doubt that you will be received as a hero, if not a savior.

Take the next sheet out of your envelope. This is a blank page for writing a response to Yera. Write your response on this sheet and hand it to the facilitator when you are finished.

SENDER: TREMBLEY

TREMBLEY

Dossier p4/4

2558

You began your relationship with Yera when they were only 15 years old, and still under your care (this meets the age of consent in the country in which you were residing). They were a complicated case, so you spent lots of time with them. They were at risk of being a danger to themselves and others, but you were able to fix that. You saw through all their issues to the person they really were, and you loved that person. They trusted you implicitly, and they were infatuated with your achievements - of which they were one. They said they wanted this. They had never had a lover before, and believed that they never would. Until you.

Your relationship with Yera lasted four years before you moved away upon accepting the appointment to the director position. This broke Yera's heart, though you weren't there to see it. You divorced your spouse in 2562 as well; they don't deserve to be associated with your accomplishments.

Take the next sheet out of your envelope. This is a blank page for writing a response to Yera. Write your response on this sheet and hand it to the facilitator when you are finished.

RECIPIENT: YERA
SENDER: TREMBLEY
THIRD RESPONSE

CORRESPONDENT

MARION, ACOSTA'S CORRESPONDENT

You are Marion, Player Acostas' stepchild. You were 15 when the *Rubicon* departed.

ABOUT ACOSTA

Acosta is the onboard mechanical engineer.

Acosta was a decent enough partner to Perrin most of the time, but the two of you never connected. Acosta never wanted you as a child, they tolerated you and tried to fake it. When starvation, rioting, and military conflict set in Acosta wanted to leave, but with extended family in the area that needed support, you couldn't just up and leave.

Acosta was afraid of what was happening. They were terrified of starving, of becoming a refugee. Acosta quietly resented you for changing the priorities of their relationship with Perrin and for "keeping them" in this situation that frightened them. Though the fear was justified, they still showed less courage and compassion than almost anyone else. Though they kept it hidden, they still resented you for being there. Eventually Acosta betrayed their country by providing information to the invading military in exchange for safe passage out of the area, which likely resulted in the deaths of many innocent people. Your country surrendered only a week later. After fleeing, Acosta completely disconnected from you and Perrin by pouring themselves into their work. You rarely saw them, and when you did they were just an empty shell - completely absent emotionally. Acosta lied about being asked to join the crew of the *Rubicon*. They applied in secret. Acosta abandoned you and Perrin to whatever your fate on Earth would be by fleeing as far away as possible.

ABOUT MARION

You are wise enough to piece everything together. You know that Acosta resented you, you know that the world terrified them (and this must you can understand), and you know that they wanted to go on this mission. You are writing Acosta because Perrin couldn't bring themselves to do it. Perrin was too hurt. You aren't sure what good corresponding is going to do for you, Perrin, or Acosta. Maybe they'll apologize or at least admit what they did. Exactly how many of the details you have figured out is up to you.

Your entire life will pass during the course of play. You will experience military conflict, food shortage, drought, disease, displacement, and deaths. Perhaps the occasional hopeful event such as a birth, marriage, or finding a purpose as well. You may decide that you have died for some reason; if so send notice of this event from a third party instead of a letter.

[illegible]

SENDER: MARION

SECOND CORRESPONDENCE

[illegible]

DODSON

Dossier p1/4

DODSON IN 2572

The last few centuries saw the emergence of many new and deadly diseases. You travelled the world to study, treat, and contain these new diseases. You weren't the only one to leave your life behind to assist in this global crisis; and you weren't the only one who made sacrifices or suffered losses when you rose to the challenge.

You are precise and focused, almost to a fault. You are known as a tireless optimist even when things are hopeless, and for giving all you've got and then some. Even so, you are rather reserved, and you don't often let others in. **You joined this mission because you want to save lives; something that has been tragically difficult to do on Earth. You want to forget about all of the terrible things that have happened so that you can have a truly fresh start.**

You've left colleagues and extended family on Earth. Your immediate family has already passed.

YOUR ROLE ABOARD THE RUBICON

You are the crew's onboard physician. It's your job to maintain the crew's physical well-being. You monitor nutrition, treat illnesses and injuries, and neutralize pathogens that may develop during the mission. You are also capable of performing surgical and dental work. You can manufacture medicine in the pharmaceutical bay. Your routine duties include monitoring the crew's health through medical checkups and administering treatment. You are the best suited to handle medical emergencies (such as injuries) and the resulting mess.

AS DODSON

Dodson is 37 years old. You may fill in any details about Dodson as you like, but the information included in your dossier is true whether Dodson admits or accepts it.

Your initial portrayal of Dodson based on the information on this sheet is your "practiced facade." Maintain your practiced facade as you learn more about their past. Though you may show cracks or even eventually drop the facade, **do your best to maintain this practiced facade as long as possible.** Should you receive instructions or information that complicates or contradicts your practiced facade, try to do or be both things.

Your correspondent is Lonnie, a friend and former colleague. Lonnie has been a good friend who has tried to be there for you after your partner Nico passed, but you haven't done as much to return the favor. That's just kind of how the dynamics in your relationship have always been though. Lonnie is 34 years old at the time of departure.

DODSON

Dossier p2/4

2568

It's no secret to anyone that you have endured numerous personal tragedies in your life. Between '63 and '68 you lost both of your children and your partner, all of which were unexpected deaths. Each of which occurred while you were far away doing relief work. You never got to say goodbye to any of them.

Their sudden absences, one after the other, have consumed you. There is just nothing left of the person you used to be. They say the world is ending, but for you it's already over. Life is just rehearsed activities performed repeatedly, and nothing more.

After your spouse Nico's death, you never returned home. You just stayed in the field and kept working. It's the only thing you know anymore. You have never taken time to grieve. You're not even sure it's possible for you anymore.

Take the next sheet out of your envelope. This is a blank page for writing a response to Lonnie. Write your response on this sheet and hand it to the facilitator when you are finished.

SENDER: DODSON

2565

You and Nico married young to have a life together while there was still time. You had two children with Nico. They were Grey and Flynn. In 2565, at the age of seven, Flynn was the first to go. They were accidentally killed by your other child, their younger sibling Grey. It almost seems impossible, how it happened. They were playing and roughhousing. Grey pushed Flynn, who hit their head in just such a way. Flynn died at home before paramedics could arrive. A freak accident. The family was devastated. Grey was traumatized.

2568

Grey had a difficult time from that point forward. At the age of eight Grey became very sick with a new illness that had been going around. It progressed rapidly, though you only watched their deterioration from a distance. In '68 Grey entered a comatose, near vegetative state. They are not expected to recover. Since Grey is so young they are sustaining them in case any kind of treatment is developed, but you and everyone else know the truth; though they have not died yet, they are no longer alive.

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SENDER: DODSON

2568

Nico also died in '68. They were fatally injured in a violent mugging. It was random. It could have been anybody. It would have been someone else. But it was Nico. They were robbed, assaulted, and had their throat slit by three desperate teenagers. Nico died of their injuries in the hospital less than an hour later. You weren't even at the airport before it was already too late.

It seems stupid now. You were never a part of their grieving of Flynn or Grey. Who could blame Nico for needing someone else to be a part of their grieving? When Nico told you about their affair it felt like a betrayal, considering everything that had happened. So you stayed out in the field; because you couldn't handle it, because you wanted to punish Nico somehow, you don't know. But if you hadn't stayed away maybe this wouldn't have happened.

Now you are left with Grey, who killed your other child, and who doesn't even know that their parent is dead. You were so absent through basically all of both of their childhoods. They always wanted to know you more, have a real family. But you weren't there and now it's too late for that. In their short lives you offered them almost nothing. It's only appropriate that you have nothing left, anyway.

Take the next sheet out of your envelope. This is a blank page for writing a response to Lonnie. Write your response on this sheet and hand it to the facilitator when you are finished.

SENDER: DODSON

CORRESPONDENT

VALI, FARAGO'S CORRESPONDENT

You are Vali, Player Farago's younger sibling by seven years.

ABOUT FARAGO

Farago is the onboard mission specialist and captain of the *Rubicon*.

After Farago left, your mother turned on you and your siblings. She gave you the same treatment she gave Farago, except they weren't around to help anymore. This included neglect, screaming, insults, humiliation, and physical violence. You were miserable and still are. Your siblings are no different.

Farago harassed some civilians while deployed, which escalated and turned into a murder. To cover up the murder Farago' massacred more than a dozen civilians. The military buried it and spun it as strategic operation that turned into a tragedy on account of "bad information."

Afterwards Farago attempted suicide. A fellow soldier by the name of Amond intervened, and they became friends. After they got stationed apart, Farago cut off all contact.

You have only seen Farago a handful of times since they enrolled in the military. On a few occasions they've gotten drunk and said some things about their experience. At the very least you can kind of piece it together.

ABOUT VALI

You feel abandoned by Farago, but it's kind of hard to blame him for leaving, considering. It's a balancing act you've never resolved. After Farago was announced as a part of the *Rubicon* crew, Amond managed to contact you. Amond has told you some things about their experience, and about your sibling. Amond is asking about Farago. How much Vali knows about the military situation is up to you.

Your entire life will pass during the course of play. You will experience military conflict, food shortage, drought, disease, displacement, and deaths. Perhaps the occasional hopeful event such as a birth, marriage, or finding a purpose as well. You may decide that you have died for some reason; if so send notice of this event from a third party instead of a letter.

SENDER: VALI

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SENDER: VALI

SENDER: VALI

CREW DATABASE

FARAGO IN 2572

You embody the hero for the common folk. You came from a large family of modest means. You joined the military young and worked your way up from the bottom. You proved yourself time and time again, first as a foot soldier seeing your unit through dangerous engagements, and finally as a commander attaining victory for your country in critical missions. You strive to be very capable at everything you do and will rise to any occasion; you fancy yourself to be invincible. You are known as someone who takes care of their own no matter what. Despite a grim sense of humor, you often show a gentle side. You never give up, even when you know that you should.

2551

You didn't just enroll in the military out of patriotism or calling, you enrolled to get away from your mother. You were the oldest of four children, and your siblings are all much younger than you. When you were around you could protect and support them. The day you left your oldest sibling wouldn't speak to you, and the younger two never stopped crying. You know that what happened to them wasn't your fault, but you were one of very few who could have done anything.

2556

Though the accepted narrative of your military career is that of a homegrown hero, the fact of the matter is that as a unit commander you were involved in a politically sensitive engagement in which many civilians got killed. You acted on orders that lead to the deaths of dozens of civilians that were believed to be hostile combatants. It went to court and your unit and your commander were determined to be not guilty of any wrongdoing. Sometimes bad information leads to bad things happening that isn't really anyone's fault. It's a shame, but it is what it is.

2551

You knew exactly what would happen to your siblings, because it happened to you. What your mother did to you - the strangulation, the screaming, the neglect for days on end - you knew that your siblings were going through the same thing. Worse maybe, if she decided to somehow get back at you by taking it out on them. None of them ever wrote you while you were in the service. And you never wrote them.

2556

The military serves its own first. Only the people on the ground know what really happened, no matter what the official report says. There were no orders, you and your men acted on your own initiative. You and two buddies got restless and went looking for some fun. You just meant to fuck with the guy and blow off some steam. But then his daughter was screaming, guns came out, and she got shot. Then there was screaming and brawling, and the rest of the household got shot by you and your buddies. Then you had to lie about it, make up an excuse. And to make the lie real you lead a raid on the compound that left fourteen civilians dead. When your commanding officer found out all they had to say was "Fuck every last one of them." And so your lie became true.

2556

After massacring the civilians you were a wreck. You couldn't get the sight of the bodies, the smell of the blood, the sound of their gasping out of your head. You knew exactly how fucked up it was. You couldn't accept it as real, and in a twisted way that's why you did it.

Two weeks later you are in the scrub two hundred meters from base camp, the barrel of your side arm against your temples, tears running down your face, eyes pressed shut, reliving it. Just before you can pull the trigger, Pvt Amond finds you, wrestles you to the ground and holds you there. He talks you down by reminding you of your sisters and brother, how they still need you to be alive, or what else is there for them?

You end up going back to base. Amond never tells anyone about this, and neither do you. For the next few months he sticks with you, and you became good friends. Then you got stationed elsewhere. He wrote you sometimes over the years. You didn't read most of them and never responded, and never saw him again.

OU IN 2572

You are a trained hostage negotiator and mediator. Throughout your career you have worked many tense arbitrations, including conflict de-escalation and hostage exchanges. You never cared to have lots of friends, and your family was never very close. Your parents never married and lived apart for most of your childhood. Despite your profession, you are actually a rather private person. You are known for being calm under pressure, and for being unwavering in the face of challenging situation. You are shrewd and careful, always a few steps ahead of the rest. However you are also competitive and sometimes stubborn; you always like to measure up.

2564 - 2566

As resources became scarce, tensions flared and often became violent. You were a lead negotiator for three high-profile hostage situations in the mid 60's. Each one of them was a total failure, and in each one most or all of the hostages were killed; tortured in one case. You still remember the video of their mutilation as they begged for you to concede to the demands. All of this for clean water. The shadow of these events followed you everywhere. You may not have killed them personally, but even so their blood is on your hands.

2570

You were the very last choice candidate for a position aboard the *Rubicon*. At the time the crew roster was finalized, the first choice candidate was being held captive somewhere in Asia, and the second choice candidate had recently been killed in action. Eventually they settled upon you, and rushed you through training. Both you and others now have some doubt in your abilities, but you are the best shot they've got. The pressure is immense.

2566

In late '66 you uprooted and disappeared. You were done, your failures were too costly. What would your friends and family want to do with someone like you? You were deeply ashamed, and they must have been as well. So you moved across the globe and became anonymous. You took some crap job as a delivery driver and lived an inconsequential life. You drank heavily. This is the most you could ever be again. This self-imposed exile, this penance suits you.

2570

Somewhere, deep down, you want redemption, but you know that you will never deserve it. What can you do? There is no coming back from so many inescapable failures. Mission control eventually tracked you down. Who knows how long it took them to find you. When you received the offer to join the *Rubicon* you took it without hesitation. This would either be the redemption you were seeking, or it would get you even farther away from here, from everything that's happened.

2566

When you left, you did it out of the blue. You never told your Deniz, your parents, anybody. You couldn't face them. You knew how they felt, what they would say, anyway. But you never gave them a chance to actually say it.

Over the years you'd occasionally see that Deniz was trying to reach you, though she had no idea where you went. You even brushed off a private investigator once. But none of that mattered. What could they want with you? What could anyone want with you? Better to just stay away. For their sake.

2569

You had it all planned out. You'd just go over the rail and down the cliff face. It would be days before anyone would know. You scoped out the site several times. It must be one of the last places left with a beautiful sky. You wrote a letter to Deniz. But you never did it. You came close, almost able to finish the act, but you backed down every time. So weak-willed. What a coward. Such a waste. You are cursed to live with this shame and pain.

ACOSTA IN 2572

You are a scholar and pioneer of mechanical engineering. You are credited with numerous groundbreaking innovations and have contributed to a great many publications, even though you are still young in your field. There is no doubt that had you not been promoted from the ground crew to the space crew you could have contributed a great deal to Earth, but Earth will still need you when you return. You have always been a by-the-rules sort of person, and are very patient. You are known for being soft-spoken and for always having a kind word to say. You are extremely detail-oriented, and have been accused of being a perfectionist. You've left a partner, Perrin, and stepchild, Marion, on Earth.

2564

Throughout the 2500's tensions rose around the globe. Your region was severely impacted in 2551. A heatwave and drought created a severe food shortage that killed thousands outright, made refugees of millions, and turned your home into a violent and desperate bid for survival. Military conflict broke out on all sides, and most people who fled to neighboring countries for protection were refused. Many stayed and organized, pooled their resources and came together as a community to survive. Eventually, your home country collapsed and became nothing more than a battlefield for extended conflicts. It's not clear what happened to the people that had no choice but to stay.

You fled the area well before any of that happened. You were lucky enough to be well educated and financially well off, and were able to buy yourself a new life far away on the other side of the world. You were able to bring your Perrin and Marion with you, but nobody else. You knew they would plead, beg, and blame you for leaving. The three of you left without saying goodbye. It broke your hearts to do it.

2557

You love Perrin, but the two of you were never effective parents together. You have never really connected with Marion. At first you thought that you would, some day, develop a bond and everything would work out like it's supposed to. But that never happened. You did all the things that you are supposed to do as a parent - put their needs before yours, always been there for them, provided for them - but you never wanted this. It was the right thing to do, but it derailed your life. Were it not for your Perrin and Marion, you would have been far away from here long ago.

2565

You made the mistake of hoping that once you were in a different place, far away from that situation, that everything would be different. It wasn't. With nowhere else to go you retreated deep inside yourself. Your guilt for suddenly leaving people in your home country was quickly consuming you. As a result you threw yourself more and more into your work, as if that could justify what you'd done, motivated in equal parts by disconnection and desperation. After a year you were sometimes physically present, but that's all. You couldn't face what you'd done. You were nothing but your work.

2564

You never really talked about how much the collapse of your home affected you. Over months you saw your people starve, suffer, and in often you'd find a corpse of someone that you recognized in the street. All the while you had enough money to to keep the worst of it from you and your family. The way the less fortunate would look at you, clearly not yet starving, while they perish one by one. The fear of that happening to you was paralysing. So you looked away; you couldn't face it even for a moment.

Which is why you betrayed your home country to the invading military. They were seeking many persons of interest, and in exchange for providing information on their whereabouts they allowed you and your family passage out of the area. Perrin thought it was a miracle. But you knew better. The people you betrayed - and probably the rest of the people hiding with them - were either killed or captured. The city fell completely about a week later, and by the end of the month your country had surrendered.

2567

You told everyone that you were promoted from the ground team because you knew the *Rubicon* best, and you better met the physical requirements for the mission. The others they were considering had too many medical concerns for the journey. They asked you to do it, and how could you refuse?

The truth is that you applied for the position in secret, and worked extremely hard to qualify as the best fit candidate. You poured over the designs for the *Rubicon* non-stop, and trained obsessively in your spare time. At least a death in space would most likely be a quick one, and if the mission is a success then the Earth you'll return to will be better than the one you're leaving. In the end you were the obvious candidate. It's better that your partner and stepchild don't know that you left them to their fate on Earth, a fate that you refused to face yourself. If they have to endure the heartbreak of you leaving them forever, at least they don't have to know that you abandoned them deliberately. So here you go again, abandoning your people to save yourself.

TREMBLEY IN 2572

You are an internationally revered psychologist. In 2562 you became the director of a school of medical psychology. You are interested in this mission because of the unique research opportunity it presents. Though the field will undoubtedly develop in your absence (assuming that civilization survives that long), you will still return with valuable data all the same. You are very perceptive; nothing ever gets past you. You are known for your compassionate and disarming demeanor that makes you very relatable. Though you hate to admit it, you actually find most people to be very boring.

2546

As you realized your natural aptitude for psychology, you poured yourself into your studies more and more. Your parents were proud. You married young. You were driven and focused. You were going places.

You explained to your spouse time and time again, that in this industry, you've got to expect to make sacrifices. In this case that meant working long hours and relocating as needed, moving away from friends and family. You had no choice but to remain fixated on research and publication.

As a result you and your spouse spent much of the years apart, and your relationship became much more of a formality. Your family could never really keep up in conversation with you, so you only blew through town for the holidays. Between your career focus and the gradual collapse of the world you saw everyone less and less, and eventually not at all.

The whole world was falling apart, but not you. You were always a cut above, and one day soon the world would need people like you.

2551

In 2551 you began your first intimate relationship with a patient. Though this is generally considered to be a professional infraction, those rules were made for people who aren't capable of managing complex relationships. And what were you to do? Your spouse didn't support you in your career; they knew what they were signing up for when you got married. Besides, you were doing great things - should you be allowed to find a little happiness so you can continue to make the world a better place?

You were never caught.

2570

All studies of space travel and similar operations have arrived at the same conclusion: the top reason space missions fail is due to mental health and interpersonal issues among the crew. This means that you are absolutely integral to the success of this mission, more so than any other individual aspect. Though it's unwise to stress this point to the rest of the crew, everyone at mission control surely understands that this mission is truly in your hands, and when you return, you have no doubt that you will be received as a hero, if not a savior.

2558

You began your relationship with Yera when they were only 15 years old, and still under your care (this meets the age of consent in the country in which you were residing). They were a complicated case, so you spent lots of time with them. They were at risk of being a danger to themselves and others, but you were able to fix that. You saw through all their issues to the person they really were, and you loved that person. They trusted you implicitly, and they were infatuated with your achievements - of which they were one. They said they wanted this. They had never had a lover before, and believed that they never would. Until you.

Your relationship with Yera lasted four years before you moved away upon accepting the appointment to the director position. This broke Yera's heart, though you weren't there to see it. You divorced your spouse in 2562 as well; they don't deserve to be associated with your accomplishments.

DODSON IN 2572

The last few centuries saw the emergence of many new and deadly diseases. You travelled the world to study, treat, and contain these new diseases. You weren't the only one to leave your life behind to assist in this global crisis; and you weren't the only one who made sacrifices or suffered losses when you rose to the challenge. You are precise and focused, almost to a fault. You are known as a tireless optimist even when things are hopeless, and for giving all you've got and then some. Even so, you are rather private, reserved even, and you don't often let others in.

2568

It's no secret to anyone that you have endured numerous personal tragedies in your life. Between '63 and '68 you lost both of your children and your partner, all of which were unexpected deaths. Each of which occurred while you were far away doing relief work. You never got to say goodbye to any of them.

Their sudden absences, one after the other, has consumed you. There is just nothing left of the person you used to be. They say the world is ending, but for you it's already over. Life is just rehearsed activities performed repeatedly, and nothing more.

After your spouse Nico's death, you never returned home. You just stayed in the field and kept working. It's the only thing you know anymore. You have never taken time to grieve. You're not even sure it's possible for you anymore.

2565

You and Nico married young to have a life together while there was still time. You had two children with Nico. They were Grey and Flynn. In 2565, at the age of seven, Flynn was the first to go. They were accidentally killed by your other child, their younger sibling Grey. It almost seems impossible, how it happened. They were playing and roughhousing. Grey pushed Flynn, who hit their head in just such a way. Flynn died at home before paramedics could arrive. A freak accident. The family was devastated. Grey was traumatized.

2568

Grey had a difficult time from that point forward. At the age of eight Grey became very sick with a new illness that had been going around. It progressed rapidly, though you only watched their deterioration from a distance. In '68 Grey entered a comatose, near vegetative state. They are not expected to recover. Since Grey is so young they are sustaining them in case any kind of

treatment is developed, but you and everyone else knows the truth; though they have not died yet, they are no longer alive.

2568

Nico also died in '68. They were fatally injured in a violent mugging. It was random. It could have been anybody. It would have been someone else. But it was Nico. They were robbed, assaulted, and had their throat slit by three desperate teenagers. Nico died of their injuries in the hospital less than an hour later. You weren't even at the airport before it was already too late.

It seems stupid now. You were never a part of their grieving of Flynn or Grey. Who could blame Nico for needing someone else to be a part of their grieving? When Nico told you about their affair it felt like a betrayal, considering everything that had happened. So you stayed out in the field; because you couldn't handle it, because you wanted to punish Nico somehow, you don't know. But if you hadn't stayed away maybe this wouldn't have happened.

Now you are left with Grey, who killed your other child, and who doesn't even know that their parent is dead. You were so absent through basically all of both of their childhoods. They always wanted to know you more, have a real family. But, you weren't there and now it's too late for that. In their short lives you offered them almost nothing. It's only appropriate that you have nothing left, anyway.

CREW PSYCHOLOGICAL DATA

FARAGO

Farago is former military and saw a lot of live combat. They were involved in a conflict that saw significant civilian casualties. Farago experiences flashbacks. Farago has a large family with whom they did not keep in much contact prior to the mission. Farago is corresponding with their younger sibling, Vali.

OU

Ou was a hostage negotiator, but their career was rocky. They were involved in some high-stakes negotiations that did not end well. They disappeared for a few years afterward. Ou has a history of substance abuse and depression. Ou is corresponding with their former partner, Deniz

ACOSTA

Acosta left a partner and step-child on Earth. It was a difficult parting. Their region was hit hard by famine, drought, and violence. Acosta betrayed their country to the invading military for safe passage out. Acosta struggles with a pervasive sense of dread and despair, and experiences nightmares. Acosta is corresponding with their step-child, Marion.

KUCERA

Kucera is well educated and very talented, but they weren't working much in the few years leading up to the mission, which is unusual for someone so young. Kucera may have some anger issues, but they currently appear to be in control of their emotional state. Kucera is corresponding with their friend from university, Cyril.

DODSON

Dodson has suffered numerous personal tragedies. One of their children accidentally killed the other. The surviving child later contracted a deadly illness that left them comatose. Dodson's partner had an affair and the two divorced. Dodson bears a great deal of grief. Dodson is corresponding with their former colleague, Lonnie.

EVENT SCHEDULE

REGULAR MAINTENANCE

Description

Dust and outgassing residue has the potential to damage almost every component aboard a spacecraft.

Dust accumulation can cause devices and mechanisms to retain heat, obstruct ventilation passages, or generate static electricity. In microgravity dust can get anywhere and everywhere. Removing dust is a constant chore. Removing dust requires you to use portable vacuums (dustbusters) and change filters.

Outgassing is the release of a gas that was dissolved, trapped, frozen or absorbed in some material. Outgassing can include sublimation and evaporation, as well as desorption, seepage from cracks or internal volumes, and gaseous products of slow chemical reactions. Outgassing can be significant if it collects in a closed environment where air is stagnant or recirculated. You must perform a chemical cleaning of all interior surfaces.

Prompt

Recruit a second crew member to assist. Portray the cleaning process throughout the entire spacecraft for a few minutes this Period. Interrupt activities at each station as needed.

Procedure

- ☐ Sign your names and Period on the maintenance log.

EVA MAINTENANCE: OUTGASSING CONTAMINATION

Description

Outgassing is a challenge to creating and maintaining clean high-vacuum environments. Outgassing products can condense onto optical elements, thermal radiators, or solar cells and obscure them. Materials not normally considered absorbent can release enough light-weight molecules to interfere with industrial or scientific vacuum processes. Moisture, sealants, lubricants, and adhesives are the most common sources, but even metals and glasses can release gases from cracks or impurities. The rate of outgassing increases at higher temperatures because the vapor pressure and rate of chemical reaction increases. Cleaning of surfaces, or heating of individual components or the entire assembly (a process called "bake-out") can drive off volatiles.

Prompt

Go EVA to perform the task with another crew member. Acclimate in the airlock before and after going EVA.

Procedure

- ☐ Evaluate your partner's performance and return the form to the facilitator.

OBSERVATION DECK

Description

Deep space can be beautiful, mysterious, and terrifying. Behold the awesome grandeur of space. At most, two people may occupy the observation deck at one time.

Prompt

Examine a deep space picture by yourself or with another crew member.

Procedure

- ❑ Take one picture out of the images envelope and examine it as long as you like.
- ❑ Once finished, place the picture in the discard envelope.

CRAFT MAINTENANCE: REPAIR DAMAGE CAUSED BY DUST

Description

Maintenance efforts have not been sufficient, resulting in damage to multiple components. Onboard regulation systems have experienced a failure, but it can be repaired.

Prompt

Spend a few minutes this Period at the Cockpit repairing the failure. Two crew members required to make this repair.

Procedure

- ❑ Evaluate your partner's performance and return the form to the facilitator.
- ❑ Acosta's expertise will be beneficial to this task.

SOCIALIZATION

Description

Share the common area with your fellow crew mates. Use this opportunity to socialize, at least a little bit. You have been instructed to socialize for your own well-being.

Prompt

While not mandatory, socializing with your colleagues is crucial to your own psychological well-being. It's recommended that you have regular social (non-work related) interactions with at least one other crew member.

Procedure

- ❑ Sign your names and Period on the interaction log.

CRUSH

Description

You develop romantic and/or sexual interest in another crew member of your choosing. What is it about them that has drawn you to them? Is there anything beyond the fact that you are in close proximity to so few people for so long?

Prompt

Act on these feelings as you like. Find subtle or obvious ways to show your affection.

ARED EXERCISE STATION

Description

Regular exercise is necessary in microgravity environments to prevent muscle and bone loss. For this purpose, the *Rubicon* has an Advanced Resistive Exercise Device (ARED). Two hours of exercise daily is the minimum required to maintain your Earth-conditioned capabilities. You have a treadmill, stationary bike, and resistance machines available for use.

Prompt

Perform any physical exercise activity you like for a few moments; stretches, running in place, push ups, crunches.

Procedure

- ❑ Sign your crew member's name on the exercise log.

ANXIETY: SOMATIC

Description

You are constantly worrying about what could go wrong. This is a reasonable fear that is reinforced on an hourly basis. You suffer from headaches, back pain, and digestive upset.

Prompt

Portray your somatic symptoms of anxiety. Your pain and discomfort manifest at the worst possible time; this inspires you to vent your worries to whoever is nearby.

RECREATIONAL STUDY

Description

One of the greatest challenges on a long-term space mission is boredom. Crew members can become easily distracted after long periods of repetitive or monotonous tasks. Recreational study is strongly recommended by mission control. An extensive database has been provided for this purpose. There are also many video games, movies, and audiobooks available.

Prompt

Take a moment to consider a subject or activity you'd like to know more about. Google it if you are so inclined.

Procedure

- ❑ Sign your crew members name and their area of inquiry on the study log.

DESPONDENCY

Description

A deep sense of worthlessness sets in. Who would ever trust you with this? It must be a huge mistake. You can't be trusted to handle such a delicate and critical mission. It's already a failure. The only reason you're here is because you are expendable.

Prompt

You become despondent and withdrawn. At you next opportunity, volunteer for something risky. Anything that exposes you to danger is risky; EVA is always risky.

EQUIPMENT CHECKOUT

Description

Retrieve equipment as needed to perform maintenance and repairs.

Prompt

Read the description of the equipment and portray its use accordingly.

Procedure

- ❑ Sign your name, equipment, purpose, and Period on the equipment checkout log.

MUSCULAR ATROPHY

Description

You have not exercised enough. As a result you are experiencing muscle and bone loss on account of the microgravity environment.

Prompt

Portray weakness.

Procedure

- ❑ You are more susceptible to injury. The facilitator has made note of this.

DISPENSE MEDICATION

Description

Receive basic medication from the pharmaceutical fabricator.

Prompt

Operate the device and take your medication. Discontinue portraying the symptoms of your condition as appropriate.

Procedure

- ❑ Sign your name, symptom, medication (general description is fine) and Period on the medication dispensing log.

DISCONNECTION

Description

You have partially isolated yourself from the rest of the crew, only interacting as necessary. As a result you are having a difficult time empathizing with the other crew members, and this is leading to problems with your work and tensions with others.

Prompt

Portray your disconnection and disaffection until you have at least two meaningful interactions with other crew members.

Procedure

- ❑ Fill out this form as you seek meaningful interactions.

Conversation Topic	Crew Member

SPACE SUIT ACCLIMATION FOR EXTRAVEHICULAR ACTIVITY

Description

During the next Period two crew members will need to engage in extra vehicular activity (EVA) to perform routine maintenance. These crew members will need to acclimate to the air pressure of the space suits, or else they will experience decompression sickness (the bends). *It is still possible to complete the forthcoming task with decompression sickness.*

Prompt

Wait by the airlock with your EVA partner while you acclimate to the air pressure of the spacesuits.

Procedure

- ❑ The maintenance task in the upcoming Period requires two crew members, but **this acclimation task is optional**. Crew members that do not acclimate to the space suits will experience decompression sickness (description available from facilitator).
- ❑ Fill out the Airlock EVA Log.
- ❑ Use the hourglass to time your acclimation. Mark Out and In on the log only if you acclimate for the full duration of the hourglass.

COMPONENT FAILURE: DUST ACCUMULATION

Description

A dust accumulation has caused an electronic component to overheat and fail. This results in a gas leak in the crew areas.

Prompt

Respond to the rapidly fouling air and resulting respiratory irritation. Initiate air cycling procedures. Move about Cockpit, Computer Station, and Workshop making repairs.

Procedure

- ❑ Evaluate your partner's performance and return the form to the facilitator.
- ❑ Acosta's expertise will be beneficial to this task.

DECOMPRESSION SICKNESS

Description

Decompression sickness describes a condition arising from dissolved gases coming out of solution into bubbles inside the body on depressurisation. Decompression sickness most commonly refers to problems arising from underwater diving decompression (i.e., during ascent), but may be experienced in other depressurisation events such as emerging from a caisson, flying in an unpressurised aircraft at altitude, and extravehicular activity from spacecraft. Decompression sickness and arterial gas embolism are collectively referred to as decompression illness. While bubbles can form anywhere in the body, decompression sickness is most frequently observed in the shoulders, elbows, knees, and ankles. Joint pain ("the bends") accounts for about 60% to 70% of all altitude decompression sickness cases, with the shoulder being the most common site. Neurological symptoms are present in 10% to 15% of decompression sickness cases with headache and visual disturbances being the most common symptom.

Prompt

Portray the above mentioned symptoms.

CLAUSTROPHOBIA

Description

You develop claustrophobia. You become anxious when you spend much time in close quarters with another crew member, and have difficulty spending any time in closed quarters with multiple crew members.

Prompt

You experience one of the following (your choice) when you are in the Airlock or Medical Bay, go EVA, or find yourself in a crowded area:

- ☐ You believe that there is a lack of air and you are about to suffocate.
- ☐ You suffer a panic attack.
- ☐ You have to escape the offending situation.

Following the episode, seek therapy or find someone who can help you overcome your fears through gradual exposure.

ACCIDENTAL INJURY

Description

Accidents are not uncommon on space missions. Sudden equipment failures or collisions in microgravity could result in serious injuries, especially if the crew member is already suffering from muscle and bone loss.

Prompt

Portray the injury until the end of the following Period.

Procedure

- ❑ Cleaning up the spilt blood will also be required. The facilitator will relay instructions.

NIGHTMARE

Description

You, Perrin, and Marion are walking through a bombed city in the middle of summer. You are with a small group heading south, scavenging as you go. Marion is malnourished and injured, Perrin is all but carrying them. You are falling behind. The others won't wait. Perrin won't leave Marion even though they're good as dead, and so are you if you don't keep up. There is an explosion nearby. You look to Perrin and they start screaming.

Prompt

Portray your distress.

CRAFT MAINTENANCE: CLEAN BLOOD SPILL

Description

In microgravity any fluid - including blood - can get anywhere and everywhere. Additionally, the surface tension of blood causes the fluid to clump together. A blood spill could interfere with any components within the vicinity. An extensive and immediate cleanup effort will be required.

Prompt

Recruit a second crew member to assist and record your information on the maintenance log. Portray the cleaning process in the area surrounding the incident for a few minutes this Period. Interrupt activities at each station as needed.

Procedure

- ❑ Evaluate your partner's performance and return the form to the facilitator.

RETIRE TO CRYOSTASIS

Description

All crew members retire to cryostasis for the duration of this Period.

Prompt

Spend the Period catching up on correspondence.

Procedure

- ❑ Crew members read and write correspondence.

REPLACE COMPONENT: BLOOD CONTAMINATION

Description

The previous blood contamination repair procedure was not successfully completed, resulting in a permanent failure of the contaminated component. The unit will need to be replaced. This station is unusable until repairs are made.

Prompt

Spend the Period at the station replacing the component.

Procedure

- ❑ Evaluate your partner's performance and return the form to the facilitator.
- ❑ Acosta's expertise will be beneficial to this task.

GROUP HOLIDAY

Description

Wake the entire crew and gather them in the Common Area for a group meal.

Prompt

What milestone are you celebrating? Enjoy each other's company in a social setting.

Procedure

- ❑ Interact with the rest of the crew.

WHAT'S IN YOUR PACKET

- ☐ **Nametag:** Put this on now.
- ☐ **Character Sheet:** This contains basic information on your crew member. It is labeled "Dossier p1/4." Read this now, before anything else.
- ☐ **The Crew:** A summary of your impressions of the rest of the crew. Review this now.
- ☐ **Crew Management:** An ongoing duty that you will need to perform. Skim this now, review in Period 1.
- ☐ **Correspondence Event Sheet:** A step-by-step guide to managing your correspondence. Review carefully when directed.
- ☐ **Dossier Envelope:** Within this envelope is your crew member's complete dossier along with lined paper for writing to your correspondent. Review *only as directed*.
- ☐ **Correspondent Role:** You will also take the role of Trembley's correspondent, Yera. This sheet summarizes Yera's relationship with Trembley. Lined paper for writing letters to Trembley is also included. Review as directed.

Do yourself a favor and stay organized. Place old correspondence and other sheets you don't need to reference anytime soon behind your envelope.

SINGLE EVENT LATCH-UP

Description

A latch-up is a type of short circuit which can occur in an integrated circuit. More specifically it is the inadvertent creation of a low-impedance path between the power supply rails of a MOSFET circuit, triggering a parasitic structure which disrupts proper functioning of the part, possibly even leading to its destruction due to overcurrent. A power cycle is required to correct this situation. A single event latch-up is a latch-up caused by a single event upset, typically heavy ions or protons from cosmic rays or solar flares.

Prompt

Spend a few minutes this Period at the Computer Station power cycling the system. This task requires two crew members. This will disrupt other non-essential activities taking place at this time, including recreational study.

Procedure

- ☐ Evaluate your partner's performance and return the form to the facilitator.
- ☐ Kucera's expertise will be beneficial to this task.

THE CREW

The following are your initial impressions of the other crew members from training.

Ou, the XO

You need to make sure Ou is ready to act under pressure before something happens.

Acosta, the mechanical engineer

Handy with a wrench, but Acosta keeps to themselves. No idea why they are here, and they don't seem to be inclined to share.

Kucera, the computer engineer

Kucera reminds you of one of the soldiers from your old unit. Relying on them feels natural.

Trembley, the psychiatrist

You had your doubts at first, but Trembley really stepped it up and trained hard for spaceflight. You respect that.

Dodson, the physician

Dodson is too worried about everything. Not good for morale.

COMPONENT FAILURE: SOLAR ARRAY DEGRADATION

Description

Contamination from outgassing has accumulated on a solar cell, significantly reducing its capacity to absorb radiation. The *Rubicon* has begun to suffer from energy shortages, resulting in poor and inconsistent performance across all systems.

Prompt

Respond to the power fluctuations. Prepare for EVA repairs.

Procedure

- ❑ Power shortages result in lower lighting throughout the craft.
- ❑ The maintenance task in the upcoming Period requires two crew members, but **this acclimation task is optional**. Crew members that do not acclimate to the space suits will experience decompression sickness.

CREW MANAGEMENT

Description

Delegate and coordinate tasks among the crew. Make the best use of personnel that you can. Consult with Ou, Trembley, and Dodson as to the crew's condition and performance when making decisions. Make sure that both regular and specific tasks get completed and that personal needs are met.

Prompt

- ❑ This is an ongoing duty to be performed throughout the mission.

THEFT?

Description

One of your personal belongings is missing, and it appears to you that someone has stolen it from your personal chambers. What was it, and what does it mean to you? Who do you suspect?

Prompt

Act on these feelings as you like. Find subtle or obvious ways to show your feelings of loss, invasion, and contempt.

CORRESPONDENCE

Description

As you read and write your letters, you are understood to be in cryostasis until your next shift. How you pace this is up to you, but two crew members must be awake at all times.

Prompt

Respond to your messages, both as your crew member to your correspondent, **and** to another crew member as their correspondent. Skip the small talk; cut to the chase. You can take as much time as you like, but try to limit yourself to ten minutes. Consult the Travel Calendar to determine how much time has passed as needed. It's possible that your message was delayed, and it will take longer and longer for your message to be received aboard the *Rubicon* as your journey progresses. Therefore, you are permitted to write as though the message had been sent years ago. Please write clearly.

Procedure

1. Read any messages from your character's correspondent.
2. Immediately before you respond to your correspondent, read the next page of your character's dossier. *You may do this even if you haven't received a message from them.*
3. After reading the next page of your character's dossier, respond to your correspondent.
4. As another player's correspondent, read any messages you've received from another player.
5. Respond to the other player as their correspondent. You are free to describe the situation on Earth as you see fit.
6. Keep all of your materials inside your folder. New correspondence will be placed face down on top of your folder.
7. Try to read your entire dossier by Period 15.

ANXIETY: IRRITABILITY

Description

The difficulty of living aboard the *Rubicon* is getting to you. You can't stand these people. Everything sucks. You are irritable. Everything gets on your nerves. You snap at others and are upset by even small things.

Prompt

Portray your irritation; be short tempered with your colleagues. This state lasts until something happens to offer relief as determined by your judgement.

WHAT'S IN YOUR PACKET

- ❑ **Nametag:** *Put this on now.*
- ❑ **Character Sheet:** This contains basic information on your crew member. It is labeled "Dossier p1/4." *Read this now, before anything else.*
- ❑ **The Crew:** A summary of your impressions of the rest of the crew. *Review this now.*
- ❑ **Performance Reviews:** A specific duty to be performed later. *Skim this now, review in Period 9.*
- ❑ **Correspondence Event Sheet:** A step-by-step guide to managing your correspondence. *Review carefully when directed.*
- ❑ **Dossier Envelope:** Within this envelope is your crew member's complete dossier along with lined paper for writing to your correspondent. *Review only as directed.*
- ❑ **Correspondent Role:** You will also take the role of Kucera's correspondent, Cyril. This sheet summarizes Cyril's relationship with Kucera. Lined paper for writing letters to Kucera is also included. *Review as directed.*

Do yourself a favor and stay organized. Place old correspondence and other sheets you don't need to reference anytime soon behind your envelope.

NARCISSISTIC SUPPLY

Description

You crave attention; you need to prove your superiority. Do this by any means available to you; by performing a task admirably, by criticizing someone, proving yourself right about something, making someone need you for something. If you aren't able to do this soon you will become irritable.

Prompt

Get attention and admiration any way you can. Show your crew members that they depend upon you.

THE CREW

The following are your initial impressions of the other crew members from training.

Farago, the captain

You look up to Farago. They seem to have something you lack.

Acosta, the mechanical engineer

You see a lot of your younger self in Acosta. Look where that got you. It might be too late for them already.

Kucera, the computer engineer

Some people are so talented that they can afford to be an asshole. Kucera is one of them; they are immature, plain and simple.

Trembley, the psychiatrist

Trembley is predictable. They are a fish out of water up here. Predictable is useless, but manageable.

Dodson, the physician

Dodson deserves better than this. You recognize a pain in their eyes, but they might be afraid to talk about it.

BOREDOM

Description

You have not occupied your mind enough. As a result you have become bored and extremely tired of your routines. You have become drowsy and unstimulated.

Prompt

Portray restlessness and boredom. Goof-off in your own way and try to make the mundane chores more fun for yourself.

PERFORMANCE REVIEWS

Description

Conduct performance reviews with each other crew member. You and the captain will do your performance reviews together. Offer suggestions and encouragement for better performance. Discipline failing crew members as necessary. Consult with Ruby for performance statistics.

Prompt

Beginning in Period 9 find a few minutes to speak with each crew member about their performance. Report any concerns to the captain. Try to complete the performance reviews by Period 15.

Procedure

- ☐ Fill out the form below as you conduct reviews.

CREW	FAILS	PASSES	NOTES
Acosta			
Dodson			
Farago			
Kucera			
Ou			
Trembley			

CRAFT MAINTENANCE: REPAIR DEGRADATION

Description

The previous degradation maintenance procedure was not successfully completed. The Solar Array has experienced degradation, and must be repaired.

Prompt

Go EVA to perform the task. You don't need to move around much, but you will be by yourself with another crew member. Acclimate in the airlock before and after going EVA.

Procedure

- ☐ Evaluate your partner's performance and return the form to the facilitator.
- ☐ Acosta's expertise will be beneficial to this task.

CORRESPONDENCE

Description

As you read and write your letters, you are understood to be in cryostasis until your next shift. How you pace this is up to you, but two crew members must be awake at all times.

Prompt

Respond to your messages, both as your crew member to your correspondent, **and** to another crew member as their correspondent. Skip the small talk; cut to the chase. You can take as much time as you like, but try to limit yourself to ten minutes. Consult the Travel Calendar to determine how much time has passed as needed. It's possible that your message was delayed, and it will take longer and longer for your message to be received aboard the *Rubicon* as your journey progresses. Therefore, you are permitted to write as though the message had been sent years ago. Please write clearly.

Procedure

1. Read any messages from your character's correspondent.
2. Immediately before you respond to your correspondent, read the next page of your character's dossier. *You may do this even if you haven't received a message from them.*
3. After reading the next page of your character's dossier, respond to your correspondent.
4. As another player's correspondent, read any messages you've received from another player.
5. Respond to the other player as their correspondent. You are free to describe the situation on Earth as you see fit.
6. Keep all of your materials inside your folder. New correspondence will be placed face down on top of your folder.
7. Try to read your entire dossier by Period 15.

IMPULSE

Description

You can break into the database and review the dossier of another crew member. You'll only have time to review one crew member's file. Flip through the envelope and find the dossier of the crew member you want to learn more about.

Prompt

Spend some time at the Computer Station. Pull ONE crew dossier file from the Crew Database envelope and read its contents.

Procedure

- ☐ You can manage this even if the Computer Station is otherwise unavailable; just say you are making repairs.

WHAT'S IN YOUR PACKET

- ☐ **Nametag:** *Put this on now.*
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- ☐ **Correspondence Event Sheet:** A step-by-step guide to managing your correspondence. *Review carefully when directed.*
- ☐ **Dossier Envelope:** Within this envelope is your crew member's complete dossier along with lined paper for writing to your correspondent. *Review only as directed.*
- ☐ **Correspondent Role:** You will also take the role of Ou's correspondent, Deniz. This sheet summarizes Deniz's relationship with Ou. Lined paper for writing letters to Ou is also included. *Review as directed.*

Do yourself a favor and stay organized. Place old correspondence and other sheets you don't need to reference anytime soon behind your envelope.

EVA MAINTENANCE: IMPACT PARTICULATE SPLASH

Description

Travelling at near light speed means that everything the *Rubicon* collides with - interstellar dust, micrometeoroids, individual particles - impact at hypervelocity. Even at the microscopic level these impacts send particles in every direction from the site of the collision. These particles accumulate on surfaces all over the exterior of the spacecraft, potentially interfering with sensor functionality or solar array efficiency. To prevent this from happening, you must perform extravehicular activity (EVA) and use cold air jets to remove the particulate accumulation from sensitive surfaces. Going EVA is perhaps the most exciting routine task you get to perform.

Prompt

Go EVA to perform the task. You don't need to move around much, but you will be by yourself with another crew member. Acclimate in the airlock before and after going EVA.

Procedure

- ☐ Evaluate your partner's performance and return the form to the facilitator.

THE CREW

The following are your initial impressions of the other crew members from training.

Farago, the captain

Farago is the kind of person that likes to be in charge. They need the crew more than the crew needs them.

Ou, the XO

Ou is underappreciated. The others don't see their potential, and Ou is clearly bothered by this even though they keep it to themselves.

Kucera, the computer engineer

An obsessive perfectionist. Kucera is good in a pinch, but works for themselves the rest of the time.

Trembley, the psychiatrist

Who watches the watcher? Trembley is very competent, but they can't be their own patient. You hope it doesn't come to that.

Dodson, the physician

Dodson is kind and compassionate. You feel that a deeper relationship between the two of you is inevitable.

CHRONIC RADIATION SYNDROME

Description

Radiation sickness is a collection of health effects that are present within 24 hours of exposure to high amounts of ionizing radiation. The radiation causes cellular degradation due to damage to DNA and other key molecular structures within the cells in various tissues. This destruction, particularly because it affects the ability of cells to divide normally, in turn causes the symptoms. The symptoms can begin within one or two hours and may last for several months. Relatively smaller doses result in gastrointestinal effects, such as nausea and vomiting, and symptoms related to falling blood counts, and predisposition to infection and bleeding. Relatively larger doses can result in neurological effects, including but not limited to seizures, tremors, lethargy, and rapid death. Radiation exposure can also increase the probability of developing some other diseases, mainly different types of cancers.

Prompt

You are currently experiencing relatively mild symptoms, but after a medical exam it is clear that the likelihood of you developing terminal cancer is very high, and it is all but certain that your life expectancy has been shortened drastically.

CORRESPONDENCE

Description

As you read and write your letters, you are understood to be in cryostasis until your next shift. How you pace this is up to you, but two crew members must be awake at all times.

Prompt

Respond to your messages, both as your crew member to your correspondent, **and** to another crew member as their correspondent. Skip the small talk; cut to the chase. You can take as much time as you like, but try to limit yourself to ten minutes. Consult the Travel Calendar to determine how much time has passed as needed. It's possible that your message was delayed, and it will take longer and longer for your message to be received aboard the *Rubicon* as your journey progresses. Therefore, you are permitted to write as though the message had been sent years ago. Please write clearly.

Procedure

1. Read any messages from your character's correspondent.
2. Immediately before you respond to your correspondent, read the next page of your character's dossier. *You may do this even if you haven't received a message from them.*
3. After reading the next page of your character's dossier, respond to your correspondent.
4. As another player's correspondent, read any messages you've received from another player.
5. Respond to the other player as their correspondent. You are free to describe the situation on Earth as you see fit.
6. Keep all of your materials inside your folder. New correspondence will be placed face down on top of your folder.
7. Try to read your entire dossier by Period 15.

STRESS: OVERWORKED

Description

You have strained yourself too much and are now exhausted. You are having a difficult time focusing on your work and your performance is suffering.

Prompt

Portray your inability to focus on your work. This condition lasts until you are able to take a an extended break (study, exercise, socialize, sleep).

Procedure

- ☐ Record your R&R activities below (in addition to any station logs) and return this form to the facilitator.

ACTIVITY	PERIOD

WHAT'S IN YOUR PACKET

- ❑ **Nametag:** *Put this on now.*
- ❑ **Character Sheet:** This contains basic information on your crew member. It is labeled "Dossier p1/4." *Read this now, before anything else.*
- ❑ **The Crew:** A summary of your impressions of the rest of the crew. *Review this now.*
- ❑ **Correspondence Event Sheet:** A step-by-step guide to managing your correspondence. *Review carefully when directed.*
- ❑ **Dossier Envelope:** Within this envelope is your crew member's complete dossier along with lined paper for writing to your correspondent. *Review only as directed.*
- ❑ **Correspondent Role:** You will also take the role of Dodson's correspondent, Lonnie. This sheet summarizes Lonnie's relationship with Dodson. Lined paper for writing letters to Dodson is also included. *Review as directed.*

Do yourself a favor and stay organized. Place old correspondence and other sheets you don't need to reference anytime soon behind your envelope.

FLASHBACK

Description

You experience a flashback to your childhood. You are five years old. Your mother is holding you underwater in the bath. You are struggling, but she's too strong. You can see her mouth forming words as she yells at you but you can't hear anything but the water. Her eyes are calm even though she's yelling. Some moments later she slams the door and you are coughing water onto the floor and gasping.

Prompt

Portray being overwhelmed by this memory.

THE CREW

The following are your initial impressions of the other crew members from training.

Farago, the captain

You generally distrust military types, but Farago seems to be more grounded than most. They must have seen some things.

Ou, the XO

What on Earth did Ou do to land such a high position at the last minute? Must have been pretty noteworthy.

Acosta, the mechanical engineer

Acosta is kind of stuck up, the kind who can't take a joke. Doesn't matter - their loss. You can still get your kicks all the same.

Trembley, the psychiatrist

You feel that Trembley is a kindred spirit - they could almost be your parent. You look past the fact that they can be an awful person.

Dodson, the physician

You don't trust doctors that don't have a sense of humor. Dodson is no exception. You dislike that you don't have a choice in the matter.

MALNUTRITION

Description

Food tastes poorer in microgravity, and eating the same meals over and over again gets old. Many space travellers do not enjoy eating, and eventually suffer from malnutrition. Though there are many symptoms and signs of malnutrition, you are experiencing weakness, fatigue, and poor memory.

Prompt

Portray your weakness. Also, your memory is suffering. Deliberately forget something important.

CORRESPONDENCE

Description

As you read and write your letters, you are understood to be in cryostasis until your next shift. How you pace this is up to you, but two crew members must be awake at all times.

Prompt

Respond to your messages, both as your crew member to your correspondent, **and** to another crew member as their correspondent. Skip the small talk; cut to the chase. You can take as much time as you like, but try to limit yourself to ten minutes. Consult the Travel Calendar to determine how much time has passed as needed. It's possible that your message was delayed, and it will take longer and longer for your message to be received aboard the *Rubicon* as your journey progresses. Therefore, you are permitted to write as though the message had been sent years ago. Please write clearly.

Procedure

1. Read any messages from your character's correspondent.
2. Immediately before you respond to your correspondent, read the next page of your character's dossier. *You may do this even if you haven't received a message from them.*
3. After reading the next page of your character's dossier, respond to your correspondent.
4. As another player's correspondent, read any messages you've received from another player.
5. Respond to the other player as their correspondent. You are free to describe the situation on Earth as you see fit.
6. Keep all of your materials inside your folder. New correspondence will be placed face down on top of your folder.
7. Try to read your entire dossier by Period 15.

FUNGAL INFESTATION

Description

Much like bacteria and viruses, fungus becomes much more aggressive in microgravity. Multi-colored fungus has been growing behind control panels, in the air filtration system, in the communications unit, and on many other surfaces.

Prompt

Recruit a second crew member to assist and record your information on the maintenance log. Portray the cleaning process throughout the entire spacecraft. Interrupt activities as necessary.

Procedure

-  Evaluate your partner's performance and return the form to the facilitator.

WHAT'S IN YOUR PACKET

- ❑ **Nametag:** *Put this on now.*
- ❑ **Character Sheet:** This contains basic information on your crew member. It is labeled "Dossier p1/4." *Read this now, before anything else.*
- ❑ **The Crew:** A summary of your impressions of the rest of the crew. *Review this now.*
- ❑ **Crew Psychological Data:** An overview of each other crew member's psychological condition. *Review this now.*
- ❑ **Psychological Treatment:** An ongoing duty that you will need to perform. *Skim this now, review in Period 1.*
- ❑ **Psychological Check-in:** A specific duty to be performed later. *Skim this now, review in Period 7.*
- ❑ **Correspondence Event Sheet:** A step-by-step guide to managing your correspondence. *Review carefully when directed.*
- ❑ **Dossier Envelope:** Within this envelope is your crew member's complete dossier along with lined paper for writing to your correspondent. *Review only as directed.*
- ❑ **Correspondent Role:** You will also take the role of Acosta's correspondent, Marion. This sheet summarizes Marion's relationship with Acosta. Lined paper for writing letters to Acosta is also included. *Review as directed.*

Do yourself a favor and stay organized. Place old correspondence and other sheets you don't need to reference anytime soon behind your envelope.

JEALOUSY

Description

You have become envious of another crew member of your choosing. What are you envious of? A relationship, their station, a personal trait, a belonging, or something else?

Prompt

Act on these feelings as you like. Find subtle or obvious ways to show your jealousy.

THE CREW

The following are your initial impressions of the other crew members from training.

Farago, the captain

Farago will do better with the lives of others than with their own. In the wrong circumstances they could do something heroically stupid.

Ou, the XO

You know already that you won't be able to help Ou. It breaks your heart a little, and you hope that eventually they open up to you.

Acosta, the mechanical engineer

Acosta is exactly the kind of person you want on a spaceflight. Knowledgeable, focused, and able to improvise.

Kucera, the computer engineer

You are surprised that Kucera chose to be a part of the mission. They are committed even though they seem to resent it.

Dodson, the physician

You've met people like Dodson a thousand times. They have no surprises in store for you, but it's nice to find something familiar.

SELF-DESTRUCTIVE BEHAVIOR

Description

You are experiencing a self-destructive impulse. Choose one:

- ☐ Self-sabotage: Portray "Very Distracted" for your next task.
- ☐ Risky behavior: Jump headlong into a risky task without consulting the crew.
- ☐ Substance abuse: Overindulge in contraband (what is it?); to the point of becoming a problem for somebody else.
- ☐ Attitude: Become irritable; start an argument with someone.

Prompt

Portray your chosen behavior.

PSYCHOLOGICAL MEDICAL TREATMENT

Description

Trembley administers treatment for a psychological condition.

Prompt

Trembley and the other crew member consult about the symptoms they are experiencing. You may consult the crew psychological profile handout and any psychological event sheet they've been handed as needed.

Procedure

- ❑ Talk it out and send them on their way when you are finished. Try to get all of the necessary information from them and help them understand what they are experiencing and why. Recommend medication as necessary.

DESPAIR

Description

You feel utterly worthless. Everyone on Earth is going to die and there is nothing you can do about it. It's only a matter of time before something breaks in a way that can't be fixed and you'll all die as well. It's hopeless.

Prompt

Leave conversations at the first opportunity.

PSYCHOLOGICAL CHECK-IN

Description

Conduct psychological evaluations with each crew member. Discuss any issues they may be experiencing and offer treatment as necessary. Insist upon restorative action as necessary. Consult with Ruby for psychological records.

Prompt

Beginning in Period 7 find a few minutes to speak with each crew member about their mental health. Report any concerns to the captain. Try to complete the check-ins by Period 17.

Procedure

- ☐ Fill out the form below as you conduct checkups.

CREW	SYMPTOMS	NOTES
Acosta		
Dodson		
Farago		
Kucera		
Ou		
Trembley		

DISCONNECTION

Description

You have partially isolated yourself from the rest of the crew, only interacting as necessary. As a result you are having a difficult time empathizing with the other crew members, and this is leading to problems with your work and tensions with others.

Prompt

Portray your disconnection and disaffection until you have at least two meaningful interactions with other crew members.

Procedure

- ☐ Fill out this form as you seek meaningful interactions.

Conversation Topic	Crew Member

CORRESPONDENCE

Description

As you read and write your letters, you are understood to be in cryostasis until your next shift. How you pace this is up to you, but two crew members must be awake at all times.

Prompt

Respond to your messages, both as your crew member to your correspondent, **and** to another crew member as their correspondent. Skip the small talk; cut to the chase. You can take as much time as you like, but try to limit yourself to ten minutes. Consult the Travel Calendar to determine how much time has passed as needed. It's possible that your message was delayed, and it will take longer and longer for your message to be received aboard the *Rubicon* as your journey progresses. Therefore, you are permitted to write as though the message had been sent years ago. Please write clearly.

Procedure

1. Read any messages from your character's correspondent.
2. Immediately before you respond to your correspondent, read the next page of your character's dossier. *You may do this even if you haven't received a message from them.*
3. After reading the next page of your character's dossier, respond to your correspondent.
4. As another player's correspondent, read any messages you've received from another player.
5. Respond to the other player as their correspondent. You are free to describe the situation on Earth as you see fit.
6. Keep all of your materials inside your folder. New correspondence will be placed face down on top of your folder.
7. Try to read your entire dossier by Period 15.

ILLNESS: AGGRESSIVE FUNGUS

Description

Microgravity has an unpredictable effect on pathogens. In some cases the bacteria's reproduction and genetic expression is reduced. In other cases it's accelerated, resulting in a much more potent strain. Of the many microbes that came to space with you, it's no surprise that at least one of them thrives in microgravity. To make matters worse, human immune systems are compromised in the microgravity environment. You have contracted a particularly nasty cold due to exposure to opportunistic fungal spores.

Prompt

Portray the illness. You require intensive medical attention; seek out Dodson immediately. While you recover you will need assistance from another crew member. The next task you participate in will require an additional person.

WHAT'S IN YOUR PACKET

- ☐ **Nametag:** *Put this on now.*
- ☐ **Character Sheet:** This contains basic information on your crew member. It is labeled "Dossier p1/4." *Read this now, before anything else.*
- ☐ **The Crew:** A summary of your impressions of the rest of the crew. *Review this now.*
- ☐ **Physiological Medical Treatment:** An ongoing duty that you will need to perform. *Skim this now, review in Period 1.*
- ☐ **Physiological Check-up:** A specific duty to be performed later. *Skim this now, review in Period 7.*
- ☐ **Correspondence Event Sheet:** A step-by-step guide to managing your correspondence. *Review carefully when directed.*
- ☐ **Dossier Envelope:** Within this envelope is your crew member's complete dossier along with lined paper for writing to your correspondent. *Review only as directed.*
- ☐ **Correspondent Role:** You will also take the role of Farago's correspondent, Vali. This sheet summarizes Vali's relationship with Farago. Lined paper for writing letters to Farago is also included. *Review as directed.*

Do yourself a favor and stay organized. Place old correspondence and other sheets you don't need to reference anytime soon behind your envelope.

COMPONENT FAILURE: SENSOR CONTAMINATION

Description

The previous degradation maintenance procedure from Period 10 was not successfully completed. The external sensors have been contaminated, interfering with their function and giving false readings. The Observation Deck is unavailable until the repair is made.

Prompt

Respond to the outage. Prepare to go EVA to perform the task.

THE CREW

The following are your initial impressions of the other crew members from training.

Farago, the captain

Farago is the only person here that you feel you can really trust. They will need your support.

Ou, the XO

Ou is so disconnected that none of your interactions with them seem genuine. Who can blame them really?

Acosta, the mechanical engineer

Acosta is a hard and dedicated worker. Which is great - to a point. It's only a matter of time before they exhaust themselves.

Kucera, the computer engineer

You can't help but like Kucera. They don't let anything get to them. That makes it easy for you to talk to them.

Trembley, the psychiatrist

Trembley is one of those people that has their heart in the right place, but that's it. Sometimes that's all you've really got.

SEXUAL FRUSTRATION

Description

You have had neither privacy nor intimate companionship for a very long time. You find yourself feeling lonely, depressed, irritable, and/or have difficulty finding enjoyment in activities. You find yourself thinking and dreaming about sex.

Prompt

Act on these feelings as you like. Find subtle or obvious ways to show your frustration.

PHYSIOLOGICAL MEDICAL TREATMENT

Description

Dodson administers treatment for an illness or injury.

Prompt

Dodson performs the treatment for the other crew member.

Procedure

- ❑ Review what happened and offer treatment. You can perform minor surgery. You can manufacture most things, including antibiotics, antivirals, antifungals, painkillers, sleeping aids, and antiradiation treatment.

HOMESICKNESS

Description

You miss your life on Earth; the people, the places, the things you did. It's difficult knowing that it's all gone for good.

Prompt

Visualize your old life. Try to find an opportunity to reminisce in detail about Earth with another crew member. Try to get them to reciprocate by speaking about their life on Earth.

PHYSICAL CHECK-UP

Description

Conduct physical checkups with each crew member. Discuss any issues they may be experiencing and offer treatment as necessary. Insist upon rest as necessary. Consult with Ruby for health records.

Prompt

Beginning in Period 7 find a few minutes to speak with each crew member about their health. Report any concerns to the captain. Try to complete the check-ups by Period 17.

Procedure

- ☐ Fill out the form below as you conduct checkups.

CREW	SYMPTOMS	NOTES
Acosta		
Dodson		
Farago		
Kucera		
Ou		
Trembley		

MANIPULATION

Description

You crave control. Get someone to reveal something about their past and expose their problems. Offer solutions or insights. Get them to trust you. Bring this into your interactions later.

Prompt

Speak with other crew members in an attempt to get them to tell you more about their lives.

CORRESPONDENCE

Description

As you read and write your letters, you are understood to be in cryostasis until your next shift. How you pace this is up to you, but two crew members must be awake at all times.

Prompt

Respond to your messages, both as your crew member to your correspondent, **and** to another crew member as their correspondent. Skip the small talk; cut to the chase. You can take as much time as you like, but try to limit yourself to ten minutes. Consult the Travel Calendar to determine how much time has passed as needed. It's possible that your message was delayed, and it will take longer and longer for your message to be received aboard the *Rubicon* as your journey progresses. Therefore, you are permitted to write as though the message had been sent years ago. Please write clearly.

Procedure

1. Read any messages from your character's correspondent.
2. Immediately before you respond to your correspondent, read the next page of your character's dossier. *You may do this even if you haven't received a message from them.*
3. After reading the next page of your character's dossier, respond to your correspondent.
4. As another player's correspondent, read any messages you've received from another player.
5. Respond to the other player as their correspondent. You are free to describe the situation on Earth as you see fit.
6. Keep all of your materials inside your folder. New correspondence will be placed face down on top of your folder.
7. Try to read your entire dossier by Period 15.

UNCONTROLLED DECOMPRESSION

Description

A series of minor mechanical failures has resulted in a small leak; atmosphere is escaping rapidly. Even so, it will take several minutes before all of the atmosphere in the craft is gone. All waking crew members must respond to this.

Prompt

Two crew members must act quickly to make the repairs. All other crew members must evacuate to their sleeping area.

Procedure

- ☐ **Repair Team:** Evaluate your partner's performance and return the form to the facilitator.
- ☐ **Evacuees:** Use this time to catch up on correspondence if you still have letters to read or write. You may speak to people in other chambers on intercom if you like.

INTRODUCTION

The Earth was dying. Well before the end came, the Euryale - a sleeper-ship - was launched, hastily built and aimed at a distant star. It was an ark, full of cryogenically frozen people and enough genetic material to give humans another chance on a new world, if they could find one. That was 300 years ago. Contact was lost just as the ship reached Beta Persei.

Meanwhile, climate change ravaged those remaining on Earth. Against every prediction, humanity survived - barely. After many generations Earth has become habitable in some areas but there aren't enough people to perform the work that will need to be done to re-establish infrastructure. Each generation is smaller than the last. Some technology from prior space programs has been salvaged, and a small crew was sent aboard the Rubicon to bring the Euryale home so that Earth could rebuild and survive.

The players take the role of this small rescue crew; a space crew with insufficient training and equipment. Even at more than 99% the speed of light, roughly 200 years will pass on Earth before their return home from their voyage. The Earth they find upon their arrival will be unlike the Earth they had left behind; everyone they knew will be long dead, the geopolitical map will be rearranged, the globe will have endured centuries of meteorological upheaval. The crew will be received as heroes, but also as strangers. Personally, they will come home to nothing, for better or worse.

REDSHIFT is a science fiction scenario that explores the implications of the time dilation resulting from interstellar travel at near light speeds, and explores the internal duality of people who have volunteered to leave their lives behind.

MUSCULAR ATROPHY

Description

You have not exercised enough. As a result you are experiencing muscle and bone loss on account of the microgravity environment.

Prompt

Portray weakness.

Procedure

- ❑ You are more susceptible to injury. The facilitator has made note of this.

CASTING

Explain that each of the crew members has difficult things in their pasts that may find their way into discussion. Further, you will be dropped into information about your own character during play. Issues that may be discussed include abuse, neglect, abandonment, violence, gun violence, sexual predation, abuse of power, substance abuse, harassment, attempted suicide, and grief. If anyone would rather not explore an issue, they need to have a conversation with the facilitator at this time. However, all characters will experience mental illness in some capacity. Character backstory content:

- ☐ Farago/Vali: child abuse, neglect, abandonment, violence, attempted suicide.
- ☐ Ou/Deniz: shame, failure, substance abuse, depression, attempted suicide.
- ☐ Acosta/Marion: fear, despair, abandonment.
- ☐ Kucera/Cyrl: bullying, harassment, gun violence.
- ☐ Trembley/Yera: sexual predation, manipulation, abuse of power.
- ☐ Dodson/Lonnie: grief, death of children, adultery.

Ask the players to separate themselves into the following groups based on their preferred onboard roles: authority figures, interpersonal, and technical. Arrange these groups in a circle. If two groups are appealing, stand in between them. If all three are appealing, stand in the middle. Cast roles based on their responses:

- ☐ Authority: Farago, Trembley
- ☐ Interpersonal: Ou, Dodson
- ☐ Technical: Acosta, Kucera

Once roles are cast, players read the first pages of their dossiers and crew sheet, and skim the other materials as needed. Give them time to read comfortably before continuing.

Correspondent roles are predetermined as follows: Vali is played by Dodson, Deniz by Acosta, Marion by Trembley, Cyril by Ou, Yera by Farago, and Lonnie by Kucera.

CRAFT MAINTENANCE: REPAIR CONTAMINATION

Description

The previous degradation maintenance procedure was not successfully completed. The external sensors have been contaminated, interfering with their function and giving false readings. The contamination must be removed via ultrasonic cleaning.

Prompt

Go EVA to perform the task. You don't need to move around much, but you will be by yourself with another crew member. Acclimate in the airlock before and after going EVA.

Procedure

- ☐ Evaluate your partner's performance and return the form to the facilitator.
- ☐ Acosta's expertise will be beneficial to this task.

FICTIONAL PREMISES

Explain that for the purpose of play we will make the following assumptions.

- ❑ **Near-lightspeed interstellar travel is possible.** There is no need to discuss how this is possible.
- ❑ **Faster-than-light communication is possible.** Even so, it will still take years for messages to be relayed between the *Rubicon* and Earth.
- ❑ **Time will be compressed for the sake of play.** Each eight minutes of play is understood to be four months of travel aboard the *Rubicon*.
- ❑ **The circumstances of space travel depicted in this scenario are based upon contemporary space travel.** Actual near-lightspeed interstellar travel is likely to be much more hazardous.
- ❑ **People with unresolved psychological issues like the members of this crew would probably never be sent to space under normal circumstances.** Humankind finds itself in a desperate situation and exceptions had to be made.
- ❑ **Crew members and their correspondents may speak freely in their messages to one another.** It's true that the government is probably monitoring everything, but for the purpose of play this is not a consideration anyone needs to worry about.
- ❑ **All crew members have sufficient training to perform any task presented to the group.** Some tasks will be easier with a specialist, but everyone is capable of performing maintenance and repairs and expected to do so.

PTSD: HYPERVIGILANCE

Description

You are in a constant state of near-panic. You are on edge as you constantly look for signs of danger, and mistake common occurrences for indications of danger. You cannot shake this feeling of dread; that anything could go wrong at any moment.

Prompt

Double-check everything; your work, others' work, the onboard systems, etc. Don't let anything escape your attention.

PLAYER SUPPORT

Introduce your chosen player support practices.

- ❑ **Trust and Compassion:** All players assume an attitude of trust and compassion. This means that players accept the in-play actions of others at face value and without judgement. Trust that others are acting in good faith no matter what they do. Respond with understanding and empathy, and help them get what they need and support their play to the deepest possible outcome.
- ❑ **The Door is Open:** Players may leave play at any time, temporarily or permanently. The scenario will be able to go on without them; nobody's experience will be ruined. Players who decide to leave permanently are encouraged to tell the facilitator so that nobody goes after them if they don't want that.
- ❑ **Advocate for Your Needs and Boundaries:** All players have permission to do what they need to do in order to advocate for their needs and boundaries. This includes speaking to the facilitator and breaking character to say what they need. Players can expect to have their requests respected.
- ❑ **Support Tools:** Introduce your chosen support tools.

FLASHBACK

Description

A thirteen year old girl covered in her family's blood offers herself to you and your soldier buddies if you'll just let her live, she begs and pleads. Her shirt has vomit on it. You tell her to look away, but she doesn't. You kick her to the floor and shoot her three times in the chest. She's almost instantly dead. Your buddy fires a burst into her head and mutters "Whore."

Prompt

Portray being overwhelmed by this memory.

PHYSICAL CONFLICT

If, for any reason you chose to engage in a physical or violent conflict with another player, the following rules apply.

- ☐ The instigating player narrates what they are doing and slowly pantomimes the action.
- ☐ The targeted player decides what happens to them, narrates it, and slowly pantomimes it.
- ☐ In the case of injury or violence the facilitator will resolve the incident with the Accidental Injury or Violence event.

MICROGRAVITY

It is several months before the mission. You are training in microgravity for the first time on a parabolic flight. Everyone is in character for this activity. Move about the space, and experiment with moving around in microgravity. When simulating microgravity the following rules of motion apply:

- ☐ **Propel yourself by pushing off of surfaces.**
- ☐ **Move in straight lines.** Once you push off, you are committed to a trajectory and velocity.
- ☐ **Follow your momentum through.** Once you grab onto something you continue to twist and float before you come to a resting position.
- ☐ **Experiment with different orientations.**

After they've had a few moments to move around, instruct Farago to have the crew run the following drill:

- ☐ One crew member has been injured and must be carefully transported from one end of the room to the other.

Once the drill is initiated, discretely inform two crew members that they begin to feel sick (your choice). After the drill is complete move on to the next workshop.

SINGLE EVENT BURNOUT

Description

A burnout is a type of short circuit which can occur in an integrated circuit. The primary destruction mechanism for single event burnout in space is a heavy ion passing through the device in its off state generating a plasma filament of electron-hole pairs along its path. In the case of SEB the current caused by the ion path can trigger secondary breakdown (by means of carrier multiplication) in the parasitic transistor in the power MOSFET. In this case, a component has been completely destroyed due to overcurrent, resulting in an onboard fire that must be extinguished.

Prompt

Spend a few minutes this Period at the Medical Bay power cycling the system. This task requires two crew members. This will disrupt other non-essential activities taking place at this time, including recreational study.

Procedure

- ☐ Evaluate your partner's performance and return the form to the facilitator.
- ☐ Kucera's expertise will be beneficial to this task.

GROUP SESSION

It is only a few weeks before the mission. Trembley is leading a group session to discuss the mission: what they think it will be like, are afraid of, what they are leaving behind. The group is on Earth in a private room on the training compound.

Hand Trembley the sheet with the Group Session instructions (Briefing 6.TR - Workshop 2). Trembley may keep this and review it at their own leisure.

Allow the discussion to go on for about five minutes. Once you see group dynamics and relationships forming it's time to move on.

Briefing 7.fac - Workshop 3

BELONGINGS

Following the group session, pass out the forms for Workshop 3. Players should be starting to have an idea of who their characters are, and they can continue developing them by deciding what kinds of personal belongings they have brought from Earth. These belongings may or may not come into play later. Players keep these forms with their other materials.

STRESS: OVERWORKED

Description

You have strained yourself too much and are now exhausted. You are having a difficult time focusing on your work and your performance is suffering.

Prompt

Portray your inability to focus on your work. This condition lasts until you are able to take a an extended break (study, exercise, socialize, sleep).

Procedure

- ❑ Record your R&R activities below (in addition to any station logs) and return this form to the facilitator.

ACTIVITY	PERIOD

GROUP SESSION

Trembley,

Lead a group session to discuss the following points:

- ☐ What do you think the mission will be like?
- ☐ What are you afraid of?
- ☐ What are you leaving behind on Earth?

You need to get everyone to begin to open up - it's critical that everyone understands one another in order for them to work effectively under stress as a group. Try to learn as much as you can about your fellow crew members.

Look over the Crew Psychological Data sheet at your leisure, but don't press the deeper issues too hard right now.

CLAUSTROPHOBIA

Description

You develop claustrophobia. You become anxious when you spend much time in close quarters with another crew member, and have difficulty spending any time in closed quarters with multiple crew members.

Prompt

You experience one of the following (your choice) when you are in the Airlock or Medical Bay, go EVA, or find yourself in a crowded area:

- ☐ You believe that there is a lack of air and you are about to suffocate.
- ☐ You suffer a panic attack.
- ☐ You have to escape the offending situation.

Following the episode, seek therapy or find someone who can help you overcome your fears through gradual exposure.

WHAT DID YOU BRING?

Prompt

What did you bring with you from Earth? Note that food, beverages, drugs, alcohol, and weapons are all contraband and would need to be snuck aboard. You may get in trouble if discovered with contraband.

Procedure

- ☐ This is a character development exercise, though you may find these items to be useful later. Write your answers below.

NIGHTMARE

Description

You wake up, but the skin is falling off your hands. You are emaciated, almost mummified by the looks of things. Your arms are covered in sores. You pull away the blankets and your stomach is hollow and torn open. Maggots, worms, and beetles are consuming you from the inside out. You can feel them chewing, squirming inside you.

Prompt

Portray your distress.

WHAT DID YOU BRING?

Prompt

What did you bring with you from Earth? Note that food, beverages, drugs, alcohol, and weapons are all contraband and would need to be snuck aboard. You may get in trouble if discovered with contraband.

Procedure

- ☐ This is a character development exercise, though you may find these items to be useful later. Write your answers below.

NEWS FROM EARTH: GEOPOLITICAL UPSET

Description

Farago's country no longer exists due to changes in the geopolitical situation on Earth in the year 2633. As such, the governing body overseeing this mission has decided that Farago is to be removed from their position and placed in cryosleep for the rest of the mission. However, due to the nature of the mission, they cannot enforce this; they cannot restrict Farago's permissions in any way. Earth has ordered the crew to appoint a new captain, but this order cannot be enforced.

Prompt

Collectively discuss how to proceed. Decide who will act as captain.

WHAT DID YOU BRING?

Prompt

What did you bring with you from Earth? Note that food, beverages, drugs, alcohol, and weapons are all contraband and would need to be snuck aboard. You may get in trouble if discovered with contraband.

Procedure

- ❑ This is a character development exercise, though you may find these items to be useful later. Write your answers below.

EVA MAINTENANCE: PLASMA FILM REMOVAL

Description

A spacecraft that is subjected to plasma may be charged with high electrical potentials. Because of the differences in surface conductivity, conductors and dielectrics will charge to different potentials in the presence of plasma. If the potential is great enough, arc discharging between the surfaces may ensue. This is of concern due to the possibility of physical damage, which could permanently damage spacecraft subsystems, or of arc related electromagnetic interference, which could interfere with sensitive electronics. Arcing is an issue that invariably receives a great deal of attention due to the potentially disastrous consequences that may follow an arc discharge. Removing the plasma film requires the crew to apply and then remove a cryofilm on the exterior of the craft.

Prompt

Go EVA to perform the task. You don't need to move around much, but you will be by yourself with another crew member. Acclimate in the airlock before and after going EVA.

Procedure

- ❑ Evaluate your partner's performance and return the form to the facilitator.

WHAT DID YOU BRING?

Prompt

What did you bring with you from Earth? Note that food, beverages, drugs, alcohol, and weapons are all contraband and would need to be snuck aboard. You may get in trouble if discovered with contraband.

Procedure

- ☐ This is a character development exercise, though you may find these items to be useful later. Write your answers below.

BOREDOM

Description

You have not occupied your mind enough. As a result you have become bored and extremely tired of your routines. You have become drowsy and unstimulated.

Prompt

Portray restlessness and boredom. Goof-off in your own way and try to make the mundane chores more fun for yourself.

WHAT DID YOU BRING?

Prompt

What did you bring with you from Earth? Note that food, beverages, drugs, alcohol, and weapons are all contraband and would need to be snuck aboard. You may get in trouble if discovered with contraband.

Procedure

- ❑ This is a character development exercise, though you may find these items to be useful later. Write your answers below.

SOMATIC DEPRESSION

Description

You experience headaches, digestive issues, and general aches as a part a depressive episode. This causes you to lose concentration, make mistakes, and generally just slow you down. Medication will help you cope, if nothing else.

Prompt

Portray your symptoms. Your symptoms will persist. If you receive treatment they will ease and become manageable.

WHAT DID YOU BRING?

Prompt

What did you bring with you from Earth? Note that food, beverages, drugs, alcohol, and weapons are all contraband and would need to be snuck aboard. You may get in trouble if discovered with contraband.

Procedure

- ❑ This is a character development exercise, though you may find these items to be useful later. Write your answers below.

RADIATION SPIKE

Description

A galactic event has resulted in a massive discharge of radiation through which the Rubicon is currently passing. Unfortunately, these was not able to be detected in advance.

Prompt

All waking crew members must flee to their Cryostasis Chambers and stay there for the remainder of the Period, as it has the strongest radiation shielding.

Procedure

- ❑ Use this time to catch up on correspondence if you still have letters to read or write. You may speak to people in other chambers on intercom if you like.

PLAY PROCEDURES

Read the following procedures to the group.

- ❑ **Time Flow:** The main segment of play is measured in Periods. A Period is roughly eight minutes of playtime, and represents four months aboard the *Rubicon*. During this time five years will pass on Earth. You can reference the current date by looking at the Travel Calendar (*indicate*). The beginning of each Period will be marked by a bell. This is to contextualize the passing of time in game. There are a total of 19 Periods in this scenario.
- ❑ **Events:** Each Period I will be handing out sheets of paper with event descriptions. These include a detailed description, a roleplaying prompt, and in some cases a game procedure. The descriptions can be skimmed or even skipped if you aren't interested. The prompts should only be followed as long as they are interesting to you; you can drop them whenever you want. Unless otherwise specified you may decide when to stop portraying a condition. The procedures must be followed, however. I do not need these sheets back.
- ❑ **Evaluations:** Some events require you to evaluate your colleagues. The event in question will specify this. I will hand you the Task Evaluation Forms. I will need these back from you once you have filled them out. The quality of your performance will have consequences.
- ❑ **Logs:** In addition to the events, there are ongoing tasks that must be performed on a regular basis. It's up to all of you to perform these tasks regularly. Fill out the logs when you do. I'll be checking them periodically. Your colleagues may be checking them as well.
- ❑ **Snacks:** You have a few snacks at your cryosleep chamber. You are welcome to consume these at your leisure.

CRAFT MAINTENANCE: REPAIR DAMAGE CAUSED BY DUST

Description

Maintenance efforts have not been sufficient, resulting in damage to multiple components. Systems in the Cockpit have overheated, resulting in multiple failures, but it can be repaired.

Prompt

Spend some time in the Cockpit repairing the failure.

Procedure

- ❑ Evaluate your partner's performance and return the form to the facilitator.
- ❑ Acosta's expertise will be beneficial to this task.

EVENTS

SETUP FOR WORKSHOP 4

Ask the players to set up the six chairs used in the Group Session Workshop in three rows of two, all facing forward into a wall or corner. After they do so, place the Workshop 4 handouts on each chair.

As they move the chairs, explain that in-play events are described on sheets of paper. All you have to do is read and respond as indicated. Events are comprised of a description, roleplaying prompt, and a game procedure (when necessary). Tasks described in given events can fail, resulting in complications. You will not know if a task is successful or not right away, but the facilitator will notify you when the complications of unsuccessful tasks arise. The upcoming workshop serves as an example.

WORKSHOP 4: DEPARTURE

Send the group to the far side of the room. Read the following outloud:

The day has finally come; today you leave Earth and you will not return for 200 years. You are boarding the shuttle. As you walk across the ramp to the shuttle, fully suited, you see the crowd below, waving and cheering. They have put their hopes in you. Acknowledge the crowd as you board the shuttle.

Once everyone has taken a seat in the shuttle, play the [Space Shuttle Launch Audio - play LOUD \(no music\) HD 1080p](#) track. Once blast off, begins remind them to portray the intense acceleration. End after two and a half minutes or so.

PROFESSIONAL FRUSTRATION

Description

Whoever used this station last didn't finish the job or clean up after themselves, leaving work for you and others. This has been happening often lately. Who do you suspect is responsible?

Prompt

Act on these feelings as you like. Find subtle or obvious ways to show your frustration.

DEPARTURE

Description

You are strapped into the shuttle, awaiting blastoff. It's cramped, it's loud, it's full of whirring machinery and radio chatter.

Prompt

Listen to the recording and visualize the experience. Talk with the rest of the crew. Once blast off begins, shake your chair as you sit in it (take hold of the seat) and react to the many G's you are enduring.

Procedure

- ❑ You're doing fine, but you are worried about the rest of the team. How do you show your concern?

PTSD: PARANOIA

Description

You have begun obsessing over your interactions with others. You scrutinize everything they say and the way they say it. You are certain that someone is lying to you, hiding something from you, and/or talking about you behind your back. Everyone is lying about what they think and feel, and you believe they are trying to get something from you, but you don't know what.

Prompt

Portray your suspicions. Nurse grudges.

DEPARTURE

Description

You are strapped into the shuttle, awaiting blastoff. It's cramped, it's loud, it's full of whirring machinery and radio chatter.

Prompt

Listen to the recording and visualize the experience. Talk with the rest of the crew. Once blast off begins, shake your chair as you sit in it (take hold of the seat) and react to the many G's you are enduring.

Procedure

- ❑ You begin to feel really anxious and overwhelmed. How does this manifest?

APATHY

Description

You succumb to a bout of apathy. Nothing you are doing matters; this mission is futile - a fool's errand, and it's doomed to failure. So why bother?

Prompt

Portray your apathy.

DEPARTURE

Description

You are strapped into the shuttle, awaiting blastoff. It's cramped, it's loud, it's full of whirring machinery and radio chatter.

Prompt

Listen to the recording and visualize the experience. Talk with the rest of the crew. Once blast off begins, shake your chair as you sit in it (take hold of the seat) and react to the many G's you are enduring.

Procedure

- ❑ You're uncomfortable, but you stay collected and manage to endure. What are you doing to stay in control?

ACUTE RADIATION SYNDROME

Description

Radiation sickness is a collection of health effects that are present within 24 hours of exposure to high amounts of ionizing radiation. The radiation causes cellular degradation due to damage to DNA and other key molecular structures within the cells in various tissues. This destruction, particularly because it affects the ability of cells to divide normally, in turn causes the symptoms. The symptoms can begin within one or two hours and may last for several months. Relatively smaller doses result in gastrointestinal effects, such as nausea and vomiting, and symptoms related to falling blood counts, and predisposition to infection and bleeding. Relatively larger doses can result in neurological effects, including but not limited to seizures, tremors, lethargy, and rapid death. Radiation exposure can also increase the probability of developing some other diseases, mainly different types of cancers.

Prompt

After exposure to a large quantity of radiation you have begun to experience symptoms. Your hair is falling out, you are susceptible to illness, and you are suffering from cognitive impairment. Portray a bad cold, and confuse details about your work.

DEPARTURE

Description

You are strapped into the shuttle, awaiting blastoff. It's cramped, it's loud, it's full of whirring machinery and radio chatter.

Prompt

Listen to the recording and visualize the experience. Talk with the rest of the crew. Once blast off begins, shake your chair as you sit in it (take hold of the seat) and react to the many G's you are enduring.

Procedure

- ☐ You are very excited and can hardly contain yourself. How do you show your excitement?

COMPONENT FAILURE: DEEP DIELECTRIC CHARGING

Description

Due to the presence of very high energy particles, charge and energy has been deposited not just on the surface, but deep within the spacecraft as well. Arcing sends a discharge throughout the spacecraft.

Prompt

Respond to resulting system interruptions and injuries. Portray your injuries if you sustain any. Repairs will need to be made inside and outside the spacecraft.

DEPARTURE

Description

You are strapped into the shuttle, awaiting blastoff. It's cramped, it's loud, it's full of whirring machinery and radio chatter.

Prompt

Listen to the recording and visualize the experience. Talk with the rest of the crew. Once blast off begins, shake your chair as you sit in it (take hold of the seat) and react to the many G's you are enduring.

Procedure

- ☐ You feel physically sick and very unwell. How do you manage this?

COMPONENT FAILURE: DUST ACCUMULATION

Description

A dust accumulation has caused an electronic overheat and fail. This results in a power spike that causes the *Rubicon*'s cooling system to fail, and a small fire in the Cockpit.

Prompt

Respond to the fire in the Cockpit. Portray the physical effects of rapidly increasing temperature.

Procedure

- ☐ Evaluate your partner's performance and return the form to the facilitator.
- ☐ Acosta's expertise will be beneficial to this task.

DEPARTURE

Description

You are strapped into the shuttle, awaiting blastoff. It's cramped, it's loud, it's full of whirring machinery and radio chatter.

Prompt

Listen to the recording and visualize the experience. Talk with the rest of the crew. Once blast off begins, shake your chair as you sit in it (take hold of the seat) and react to the many G's you are enduring.

Procedure

- ☐ This almost doesn't feel real; it's like being in a dream. What catches your attention?

ANXIETY: INSOMNIA

Description

You can't relax enough to get good sleep. It takes you forever to fall asleep, and you wake up frequently into an anxious state.

Prompt

Why are you so anxious now, after everything that has happened? Is it the state of the *Rubicon*, events on Earth, your relationships with your colleagues, your upcoming arrival at Beta Persei, or something else? Slip up until somebody notices that your work is suffering and talk to them about what's making you anxious.

TOUR OF THE RUBICON

Explain to the crew that after leaving earth, they boarded the *Rubicon* in orbit. This is their first time in their new home. Introduce yourself as Ruby, the onboard AI. Conduct the tour in character.

Give them a tour of the play space. Bring them around to each station and explain what might happen there. The *Rubicon* does not have simulated gravity. All movement is performed using the microgravity techniques (except for Ruby).

1. **Logs and Event Sheets.** You will notice that each of these stations has logs and/or event sheets. Please peruse these as you get acquainted with the *Rubicon*. Do fill out the logs as you engage in the described activities. These logs will be checked at certain intervals; failure to keep up with your routine tasks will result in complications.
2. **The Cockpit and Observation Deck.** This is the main command module of the *Rubicon*. All craft maintenance begins here. You may view cosmic phenomena here as well. Up to two crew members may occupy the Cockpit area at one time.
3. **The Common Area.** This is where you eat your meals, socialize, and relax. This area is shared among all of the crew.
4. **The Computer Station.** This houses Ruby's servers as well as an extensive database. Recreational study and entertainment may be undertaken here.
5. **The Workshop.** You won't need to spend much time in the workshop, but you can check out tools for making repairs and fabricate spare parts here.
6. **The Recreation Room.** You will need to workout regularly on your journey. You can use the ARED (Advanced Resistive Exercise Device) for all of your exercise needs.
7. **The Medical Bay.** If you are in need of medication, treatment, or private consultation, come to the med bay and speak with Dodson or Trembley as appropriate.
8. **The Airlock/EVA.** You will occasionally need to engage in extravehicular activity for maintenance and repairs. Acclimate before and after EVA in the Airlock. EVA takes place outside the door.
9. **The Cryostasis Chambers.** You will retire to your chamber to write your correspondence. While you are writing you are understood to be in cryostasis until your next shift. Indicate and explain the Travel Calendar.

SABOTAGE

Description

You have the opportunity to sabotage somebody's work. **Tell the facilitator** who or what it is that you are sabotaging. They'll add a challenge to that task that the player must respond to.

Prompt

Spend a few moments in the area you are sabotaging.

CORRESPONDENCE

Ask the players to take a seat in front of their packet.

Explain that they will begin by writing a letter from Earth as their assigned correspondents. While players are reading and writing letters they are understood to be in cryostasis. They each have writing instructions to help them stay organized. Instruct them to read their Correspondence event sheets carefully at this time.

Instruct the players to read their Correspondent Role sheets and write their first letters. Advise them to skip the small talk and go straight to more meaningful conversation. Once they are done, players will hand the letters to you, which you will deliver in a few minutes. Remind them that they can speak freely, and that messages might be delayed for any reason, so it's fine to write "from the past" compared to the Travel Calendar.

Finally, inform them that Period 1 begins in five minutes, but they can keep writing if they like. Play will continue as scheduled from this point.

UNEXPLAINED DIFFICULTIES

Description

Something isn't as it should be. It could be a malfunction, an equipment failure, or sabotage.

Prompt

Respond to the unexpected (and unexplained) challenges.

SPACE ADAPTATION SYNDROME

Description

Space Motion Sickness is experienced by 60% to 80% of space travelers during their first 2 to 3 days in microgravity. It manifests clinically with symptoms similar to other forms of motion sickness, such as malaise, fatigue, loss of appetite, nausea, and vomiting, and is a part of a larger constellation of symptoms, known as Space Adaptation Syndrome which also includes facial stuffiness from headward shifts of fluids, headaches, and back pain. Two hypotheses have been proposed to explain space motion sickness: the fluid shift hypothesis and the sensory conflict hypothesis.

Prompt

Portray some of the symptoms described above. The symptoms will last a while unless you receive treatment.

CONTACT WITH THE EURYALE

Description

Automated contact with the *Euryale* has been established. The following information is known:

- ❑ The craft has been damaged, though the cause is currently unknown. However, the craft is still operational.
- ❑ The *Euryale* is orbiting Beta Persei VI, a planet well suited to human colonization.
- ❑ Beta Persei VI has been undergoing long term plague cycles. It's unlikely that this plague will eventually cross over to human populations, but it's still unclear.
- ❑ The crew is in cryostasis while the automated systems convert the craft into surface colony structures.
- ❑ It will take hundreds of years for the *Euryale* to return to Earth, which is currently a barely habitable wasteland, through the meager population is currently stable.
- ❑ The human race will probably not survive on Earth without both an influx of new population as well as the *Euryale's* colony structures, genetic material, seed bank, and knowledge database.
- ❑ It will be many hundreds of years before people from Earth will be able to return to Beta Persei to resume colonizing.
- ❑ Both Earth and the *Euryale* have populations of approximately two million people.

Prompt

Collectively discuss whether or not to return the *Euryale* to Earth.

COSMIC RAY VISUAL PHENOMENA

Description

You have been perceiving “light flashes”: white images that appear similar to “minnows splashing in a shallow bucket.” Researchers believe that the light flashes perceived specifically by astronauts in space are due to cosmic rays (high-energy charged particles from beyond the Earth's atmosphere), though the exact mechanism is unknown. Hypotheses include: Cherenkov radiation created as the cosmic ray particles pass through the vitreous humour of the astronauts' eyes direct interaction with the optic nerve, direct interaction with visual centres in the brain, retinal receptor stimulation, or a more general interaction of the retina with radiation. Whatever the cause, this persisting phenomenon has disrupted your sleep; you are suffering from insomnia.

Prompt

Portray exhaustion, and possibly fascination. The symptoms will last a while unless you receive treatment.

CRAFT MAINTENANCE: REPAIR CHARGING DAMAGE

Description

The previous plasma maintenance procedure was not successfully completed. The resulting deep dielectric charge and arcing has damaged the *Rubicon* and must be repaired from within and without.

Prompt

One crew member must spend a few minutes this Period inside the ship repairing the internal damage, but they must remain in constant contact with the EVA crew.

Two crew members must go EVA to perform the task. You don't need to move around much, but you will be by yourself with another crew member. Acclimate in the airlock before and after going EVA.

Procedure

- ❑ Evaluate your partners' performance and return the forms to the facilitator.
- ❑ Both Acosta's and Kucera's expertise will be beneficial to this task.

CULTURAL TENSION

Description

You strongly dislike working with one or more crew members on account of their behavior. Though you are all intelligent people, after enough time in close proximity you are troubled by how others conduct themselves and this has hampered your ability to work efficiently and effectively. You know that this probably isn't intentional on their part, but you also don't feel that your complaint will be respected. What is it about their behavior that upsets you? Do they enter too far into your personal space, fail to give you the kind of privacy you want, use common areas in a way that excludes you, interact or socialize in ways you don't appreciate, or something else?

Prompt

Act on these feelings as you like. Find subtle or obvious ways to convey the growing tension.

THE EURYALE (1/2)

Description

Communication with the *Euryale's* computer has yielded the following information:

The *Euryale* is in orbit around Beta Persei VI and is the process of converting into a surface colony. All passengers are currently in cryostasis. Beta Persei VI is well suited for settlement. It will take several years for the colony to be completed. Once overridden, it will take just over a year for the *Euryale* to be ready to return to Earth.

At least one, and at most two *Rubicon* crew members would have to join the *Euryale* to perform any troubleshooting or corrections. Within two years travel time contact with Earth will be reestablished, making manual oversight unnecessary.

The *Euryale* is much slower than the *Rubicon*, and the cryostasis chambers less advanced. Returning to Earth will take just under 300 years Earth time. However, it's probable that the *Rubicon* crew members will not survive the journey; the *Euryale's* systems are not prepared to treat the higher exposure to radiation the crew of the *Rubicon* were exposed to on their much faster journey.

STRESS: DEPRESSION

Description

You have become despondent and despairing. This truly is a hopeless mission. Sooner or later you're all going to die miserably.

Prompt

Portray depression resulting from constant stress. Be a downer; go into morbid detail and bring someone else's mood down.

THE EURYALE (2/2)

Prompt

Discuss the situation as a group. Will you override the *Euryale* and return it to Earth? If so, who will board the *Euryale*? Or, will you wait in cryostasis and join the colony on Beta Persei VI? Something else? If you wake the crew to discuss the matter with them, their cooperation will be required to return the *Euryale* to Earth. No matter what you do humanity will not be able to return to Beta Persei for many centuries. Consider what your character personally deserves: to return to a hellish Earth as a hero, to join an ideal colony as a deserter, or something else?

Procedure

Once a decision has been made:

Override the *Euryale*:

- ☐ Do you celebrate? See the departing crew members out the airlock - this is goodbye.
- ☐ The departing crew members move as far away from the *Rubicon* play space as possible. They are free to talk as they implement the override.
- ☐ The remaining crew may continue talking and perform any other tasks as they settle into their cryostasis chambers one at a time. Once the last player retires the scenario is over.

Join the Colony:

- ☐ Do you celebrate? Do you terminate communication with Earth?
- ☐ Once this decision is made players may continue talking and perform any other tasks as they settle into their cryostasis chambers one at a time. What will they say to the colony once the passengers of the *Euryale* are awake? Once the last player retires the scenario is over.

Something Else:

- ☐ What do you do?
- ☐ The scenario is over once the last player retires to their cryostasis chamber.

HOMESICKNESS

Description

You miss your life on Earth; the people, the places, the things you did. It's difficult knowing that it's all gone for good.

Prompt

Visualize your old life. Try to find an opportunity to reminisce in detail about Earth with another crew member. Try to get them to reciprocate by speaking about their life on Earth.

OVERRIDE THE EURYALE

Description

You've reached the central computer. Connect the override module to reprogram the *Euryale*'s instructions.

Prompt

Consider this decision and its ramifications. Mark this sheet accordingly when you initiate the override. This is irreversible.

Procedure

- ☐ Use your override to manually board the vessel and seize control of operations. The *Euryale* will reverse the conversion process and prepare to return to Earth.
- ☐ Fill out this form. The facilitator will come to collect it.

OVERRIDE THE *EURYALE*?

☐ YES

☐ NO

ILLNESS: SPACE VIRUS

Description

Microgravity has an unpredictable effect on bacteria and viruses. In some cases the pathogen's reproduction and genetic expression is reduced. In other cases it's accelerated, resulting in a much more potent strain. Of the many microbes that came to space with you, it's no surprise that at least one of them thrives in microgravity. To make matters worse, human immune systems are compromised in the microgravity environment. You have become incredibly ill.

Prompt

You become very sick and vomit, resulting in a mess that must be cleaned up immediately. Two crew members must clean up after you (you can help clean up after yourself if you feel able or guilty enough).

Procedure

- ❑ **Ill Crew Member:** Portray your illness and vomiting. Show the cleaning crew this sheet.
- ❑ **Cleaning Crew:** Evaluate your partner's performance and return the form to the facilitator.
- ❑ Dodson's expertise will be beneficial to this task.

MEDIATE WITH THE EURYALE

Description

If the crew decides to wake and speak with the crew of the *Euryale*, Ou can convince them to participate in a mediation with Ou alone. Ou may go EVA to attend this meeting (no need to worry about acclimation at this point).

Prompt

The crew of the *Euryale* is wary of you and Earth. Imagine how this conversation might go. Consider what you might say to them and how they might react.

Procedure

- ❑ Overriding the *Euryale* is no longer an option; their cooperation will be required in order return the *Euryale* to Earth.
- ❑ You inform the crew of the *Euryale* about the situation on Earth. Even so, the *Euryale* is inclined to take their chances with Beta Persei VI, and are not willing to return to Earth.
- ❑ You may be able to convince the crew regardless. What course of action to you convince them to take?
- ❑ The facilitator will determine the success of your negotiations.

STRESS: FATIGUE

Description

Constant work and worry has left you tired and unfocused. Even simple tasks have become difficult.

Prompt

Portray fatigue resulting from constant stress. Make an obvious mistake and become very frustrated by your mistake, the mission, your colleagues.

DEROLING PROCEDURE

- ☐ Consider dimming the lights.
- ☐ Remove name tags.
- ☐ Take a short break.
- ☐ Tear down all of the signs, gather other materials to the side.
- ☐ Reconvene in a different part of the play space if possible.
- ☐ Go around in a circle and answer the following:
 - ☐ "I am [PLAYER NAME]. I am not [CHARACTER NAME]."
 - ☐ "One trait from my character that I would like to take with me is..."
 - ☐ "One trait from my character that I would like to leave behind is..."

DEBRIEFING

- ☐ Thank everyone for playing.
- ☐ Ask everyone how they felt about their characters, about maintaining their duality.
- ☐ Give players a few minutes to talk about their correspondences. Mediate the discussion - make sure everyone gets time to talk even if you aren't taking turns.
- ☐ Ask the players if there was a particular moment in play that resonated with them.
- ☐ Stay in the space for a little bit while you clean up so that players may approach you if desired.

TASK EVALUATION FORMS

CLEAN BLOOD SPILL (UNSCHEDULED)

PARTNER: _____

How focused is your partner on their work?

Very Distracted	<input type="checkbox"/>	Distracted	<input type="checkbox"/>	Focused	<input type="checkbox"/>	Very Focused	<input type="checkbox"/>
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Comments:

BLOOD CONTAMINATION (UNSCHEDULED)

PARTNER: _____

How focused is your partner on their work?

Very Distracted	<input type="checkbox"/>	Distracted	<input type="checkbox"/>	Focused	<input type="checkbox"/>	Very Focused	<input type="checkbox"/>
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Comments:

CLEAN BLOOD SPILL (UNSCHEDULED)

PARTNER: _____

How focused is your partner on their work?

Very Distracted	<input type="checkbox"/>	Distracted	<input type="checkbox"/>	Focused	<input type="checkbox"/>	Very Focused	<input type="checkbox"/>
--------------------	--------------------------	------------	--------------------------	---------	--------------------------	-----------------	--------------------------

Comments:

BLOOD CONTAMINATION (UNSCHEDULED)

PARTNER: _____

How focused is your partner on their work?

Very Distracted	<input type="checkbox"/>	Distracted	<input type="checkbox"/>	Focused	<input type="checkbox"/>	Very Focused	<input type="checkbox"/>
--------------------	--------------------------	------------	--------------------------	---------	--------------------------	-----------------	--------------------------

Comments:

4.1 ILLNESS: SPACE VIRUS (CLEAN VOMIT)

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	

Comments:

PERIOD 5.1 EVA OUTGASSING

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	

Comments:

4.1 ILLNESS: SPACE VIRUS (CLEAN VOMIT)

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	

Comments:

PERIOD 5.1 EVA OUTGASSING

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	

Comments:

PERIOD 5.2 REPAIR DUST DAMAGE

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	

Comments:

PERIOD 6.3 COMPONENT FAILURE DUST

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	

Comments:

PERIOD 5.2 REPAIR DUST DAMAGE

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	

Comments:

PERIOD 6.3 COMPONENT FAILURE DUST

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	

Comments:

PERIOD 8.1 SINGLE EVENT LATCH-UP

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	

Comments:

PERIOD 9.2 SOLAR ARRAY DEGRADATION

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	

Comments:

PERIOD 8.1 SINGLE EVENT LATCH-UP

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	

Comments:

PERIOD 9.2 SOLAR ARRAY DEGRADATION

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	

Comments:

PERIOD 10.1 IMPACT SPLASH

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	

Comments:

PERIOD 11.2 FUNGAL INFESTATION

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	

Comments:

PERIOD 10.1 IMPACT SPLASH

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	

Comments:

PERIOD 11.2 FUNGAL INFESTATION

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	

Comments:

<div>12.2 ILLNESS: AGGRESSIVE FUNGUS</div> <div>Assistance for task: _____</div> <div>PARTNER: _____</div> <div>How focused is your partner on their work?</div> <div><div>Very Distracted</div><div><input type="checkbox"/></div><div>Distracted</div><div><input type="checkbox"/></div><div>Focused</div><div><input type="checkbox"/></div><div>Very Focused</div><div><input type="checkbox"/></div></div> <div>Comments:</div>	<div>12.2 ILLNESS: AGGRESSIVE FUNGUS</div> <div>Assistance for task: _____</div> <div>PARTNER: _____</div> <div>How focused is your partner on their work?</div> <div><div>Very Distracted</div><div><input type="checkbox"/></div><div>Distracted</div><div><input type="checkbox"/></div><div>Focused</div><div><input type="checkbox"/></div><div>Very Focused</div><div><input type="checkbox"/></div></div> <div>Comments:</div>
<div>12.2 ILLNESS: AGGRESSIVE FUNGUS</div> <div>Assistance for task: _____</div> <div>PARTNER: _____</div> <div>How focused is your partner on their work?</div> <div><div>Very Distracted</div><div><input type="checkbox"/></div><div>Distracted</div><div><input type="checkbox"/></div><div>Focused</div><div><input type="checkbox"/></div><div>Very Focused</div><div><input type="checkbox"/></div></div> <div>Comments:</div>	<div>12.2 ILLNESS: AGGRESSIVE FUNGUS</div> <div>Assistance for task: _____</div> <div>PARTNER: _____</div> <div>How focused is your partner on their work?</div> <div><div>Very Distracted</div><div><input type="checkbox"/></div><div>Distracted</div><div><input type="checkbox"/></div><div>Focused</div><div><input type="checkbox"/></div><div>Very Focused</div><div><input type="checkbox"/></div></div> <div>Comments:</div>

PERIOD 13.1 DECOMPRESSION

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>

Comments:

PERIOD 13.3 IMPACT CONTAMINATION

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>

Comments:

PERIOD 13.1 DECOMPRESSION

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>

Comments:

PERIOD 13.3 IMPACT CONTAMINATION

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>

Comments:

PERIOD 14.1 SINGLE EVENT BURNOUT

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>

Comments:

PERIOD 15.2 PLASMA FILM REMOVAL

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>

Comments:

PERIOD 14.1 SINGLE EVENT BURNOUT

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>

Comments:

PERIOD 15.2 PLASMA FILM REMOVAL

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>

Comments:

PERIOD 16.2 DUST DAMAGE

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>

Comments:

PERIOD 17.3 COMPONENT FAILURE DUST

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>

Comments:

PERIOD 16.2 DUST DAMAGE

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>

Comments:

PERIOD 17.3 COMPONENT FAILURE DUST

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>

Comments:

PERIOD 18.2 REPAIR CHARGING DAMAGE

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>

Comments:

PERIOD 18.2 REPAIR CHARGING DAMAGE

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>

Comments:

PERIOD 18.2 REPAIR CHARGING DAMAGE

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>

Comments:

PERIOD 18.2 REPAIR CHARGING DAMAGE

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>

Comments:

PERIOD 18.2 REPAIR CHARGING DAMAGE

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>

Comments:

PERIOD 18.2 REPAIR CHARGING DAMAGE

PARTNER: _____

How focused is your partner on their work?

Very Distracted		Distracted		Focused		Very Focused
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>

Comments:

FACILITATOR EVENT SUMMARY

FACILITATOR EVENT SUMMARY

GETTING STARTED

SETUP

Place all setup descriptions and events in their corresponding stations. These events are ongoing, reused, or unscheduled as per their descriptions and the setup instructions in the Overview. Setup descriptions and events are indicated by the code Setup - [Station], and are found at the beginning of the Event Schedule. Setup items for specific crew members are indicated by the code Setup - [Character Code; the first two letters of their name] and are placed at their respective cryostasis chambers.

BRIEFING

Relay the information contained on the briefing instructions to the players. Briefing instructions are included in the Event Schedule, after the setup items, and are indicated by the code Briefing.[#/Character Code] - [Activity]. Briefing activities include player workshops.

EVENT TYPES

SCHEDULED EVENTS

Scheduled events describe the bulk of tasks and incidents that take place during the scenario. Each Period has events that are scheduled to take place. Follow this guide as you proceed through the event sheets. Scheduled events are indicated by the event code [Period Number].#.

Two-person tasks require a total score of six to be successful. Three person tasks require a total score of eighteen to be successful.

INTERPERSONAL EVENTS

Interpersonal events are handed to each crew member during play. There are six interpersonal events in total; one for each crew member. Do not hand multiple interpersonal events to the same crew member unless there are fewer than six players. Use the Crew Management Log to track who you have given interpersonal events to. Interpersonal events are indicated by the event code [Period Number].i.

PSYCHOLOGICAL EVENTS

Psychological events are handed to crew members of the facilitator's choosing unless indicated otherwise. Try to select crew members for whom the psychological event is consistent with their prior experiences, or for whom the event would create the most drama or complications. Each crew member should only experience three or four psychological events a piece. Psychological events are indicated by the event code [Period Number].p.

CHARACTER EVENTS

Character events have a two letter code (the first two letters of the character's name) to indicate to which crew member the event belongs. The code "fac" refers to the facilitator. If a crew member is not in play disregard their events.

FACILITATOR DIRECTIONS

Directions for the facilitator are also included in this summary. Unlike other events, they are not preceded by event codes. Follow the instructions as directed.

Event sheets with the code [Period Number].fac are also facilitator directions.

EACH PERIOD

- ❑ Set a timer for 8 minutes. Set the volume of your alarm as quiet as possible for you.
- ❑ Deploy the events scheduled for that Period. If you've crossed an event out, don't deploy it. There is no need to announce whether or not a task was successful; the consequences or lack thereof will speak for themselves. Unscheduled events may happen at any time.
- ❑ Do not allow more than two or three consecutive failures.
- ❑ Update the Crew Management Log as crew members gain conditions.
- ❑ Follow the instructions on the Facilitator Event Summary and consult the Crew Management Log as needed.
- ❑ Announce events to the currently active crew members as appropriate.
- ❑ Deliver correspondence face down to the receiving crew member's seat in the Cryostasis Chambers.
- ❑ Ring the call bell at the end of the period, reset your timer, and update the Travel Calendar.

PERIOD SCHEDULE

UNSCHEDULED EVENTS

- ❑ **Decompression Sickness:** Decompression sickness is deployed under two conditions: as a result of event 13.1, and after failure to acclimate before/after EVA (check Airlock Log occasionally). This sheet can be shared or reused if needed.
- ❑ **Accidental Injury:** Accidental injury is deployed under three conditions: as a result of event an event (there are several that provide this instruction), as a result of violence (player initiated), or by player choice (player initiated).

Injuries that take place within the ship are accompanied by the *CRAFT MAINTENANCE (CLEAN BLOOD SPILL)* event unless otherwise indicated. Injuries during EVA never trigger the blood spill event (though the space suit will probably be damaged and bloodied!). This sheet can be shared or reused if needed.

- ❑ **Craft Maintenance (Clean Blood Spill):** Announce and deploy at station in which blood spill occurred, along with Task Evaluation Forms. Two crew members must respond. Retrieve forms at end of Period. If *DODSON* is involved, increase score sum by one. If task was unsuccessful, deploy event *COMPONENT FAILURE (BLOOD CONTAMINATION)* during a future Period. This sheet can be shared or reused if needed.
- ❑ **Replace Component (Blood Contamination):** Announce and deploy at station in which blood spill occurred, along with Task Evaluation Forms. Two crew members must respond. Retrieve forms at end of Period. If *DODSON* or *ACOSTA* are involved, increase score sum by one. If repairs are not successful, the station in question will not be available for three Periods.

PERIOD 1

- ❑ **Soundtrack:** Play the ISS Ambient Noise track for the duration of Periods 1 - 17. *No event sheet.*
- ❑ **1.1 Space Adaptation Syndrome:** Give to a crew member at random; whoever is up and about. Note this on the Crew Management Log.

PERIOD 2

- ❑ **2.1 Cosmic Ray Visual Phenomena:** Give to a crew member that emerged late from cryostasis. This crew member is suffering from insomnia; note this on the Crew Management Log.
- ❑ **2.i Cultural Tension:** Avoid giving to *FARAGO* if possible. Note this on the Crew Management Log.
- ❑ **2.p Stress (Depression):** Avoid giving to *OU* or *DODSON* if possible. This crew member is

suffering from stress; note this on the Crew Management Log.

PERIOD 3

- ❑ **3.p Homesickness:** Give to a crew member that appears to be relatively quiet. Note this on the Crew Management Log.

PERIOD 4

- ❑ **4.1 Illness (Space Virus):** Give to a crew member that appears to be relatively outgoing, along with Task Evaluation Forms. Retrieve forms at end of Period. If *DODSON* is involved, increase score sum by one. This crew member is suffering from illness; note this on the Crew Management Log.
- ❑ **4.p Stress (Fatigue):** Give to a crew member that seems relatively active. This crew member is suffering from stress; note this on the Crew Management Log.
- ❑ **Check Cockpit Maintenance Log:** If there are three or more entries by the end of this Period, cross out events 5.2 and 6.3.
- ❑ **EVA Acclimation:** Near the end of the Period, announce the need for regularly scheduled EVA maintenance next Period and recommend two crew members acclimate at the Airlock for a few minutes prior to EVA. *No event sheet.*

PERIOD 5

- ❑ **5.1 Craft Maintenance (Outgassing Contamination Cleaning):** Give to crew members engaged in EVA, along with Task Evaluation Forms. Retrieve forms at end of Period. If task was successful, cross out events 8.2 and 9.2 now. Check the Airlock EVA Log at the end of the Period; assign *DECOMPRESSION SICKNESS* to anyone who didn't record proper acclimation on the log.
- ❑ **5.2 Craft Maintenance (Repair Damage Caused by Dust):** Announce, and deploy at Cockpit, along with Task Evaluation Forms. Retrieve forms at end of Period. If *ACOSTA* is

involved, increase score sum by one. If task was successful, cross out event 6.3.

- ❑ **5.i Crush:** Give to a crew member of your choosing. Note this on the Crew Management Log.
- ❑ **5.p Anxiety (Somatic):** Give to a crew member of your choosing based on the Crew Management Log. This crew member is suffering from anxiety; note this on the Crew Management Log.
- ❑ **5.OU Despondency:** Give to *OU*.

PERIOD 6

- ❑ **6.1 Muscular Atrophy:** Give to crew member with the least entries on the Exercise Log. This crew member is suffering from muscular atrophy; note this on the Crew Management Log.
- ❑ **6.2 Disconnection:** Give to crew member with the least entries on the Socializing Log. This crew member is suffering from disconnection; note this on the Crew Management Log.
- ❑ **6.3 Component Failure (Dust Accumulation):** Announce, and deploy at Cockpit, along with Task Evaluation Forms. Retrieve forms at end of Period. If *ACOSTA* is involved, increase score sum by one. Any crew member that suffers from muscular atrophy will sustain an accidental injury unless they are rated as Very Focused (also resulting in a blood spill). If repair is unsuccessful, announce that use of Recreation Room will be suspended until Period 10 due to fouled air.
- ❑ **6.p Claustrophobia:** Give to a crew member of your choosing based on the Crew Management Log.
- ❑ **6.AC Nightmare:** Give to *ACOSTA*.

PERIOD 7

- ❑ **7.fac Retire to Cryostasis:** All crew members return to cryostasis to catch up on correspondence for the duration of this period. Disregard if they have been spending a lot of time in cryostasis already.

PERIOD 8

- ❑ **8.FA Group Holiday:** Give to *FARAGO*.
- ❑ **8.1 Single Event Latch-up:** Announce and deploy at the Computer Station, along with Task Evaluation Forms. Retrieve forms at end of Period. If *KUCERA* is involved, increase score sum by one. If repair is unsuccessful, announce that use of Computer Station will be suspended until Period 11, as the repairs will be more complicated (no event required for this).
- ❑ **8.2 Component Failure (Solar Array Degradation):** Announce that the EVA Outgassing Contamination was unsuccessful, and that as a result the Solar Array has suffered from degradation. The *Rubicon* is now experiencing power fluctuations. Dim the lights until the degradation is repaired. Repairing the degradation requires EVA; recommend that two crew members begin acclimating now to complete the repairs next Period. The repair is described in event 9.2.
- ❑ **8.i Theft?:** Give to a crew member of your choosing. Note this on the Crew Management Log.
- ❑ **8.p Anxiety (Irritability):** Give to a crew member of your choosing based on the Crew Management Log. This crew member is suffering from anxiety; note this on the Crew Management Log.
- ❑ **8.TR Narcissistic Supply:** Give to *TREMBLEY*.

PERIOD 9

- ❑ **9.1 Boredom:** Give to crew member with the least entries on the Study Log. This crew member is suffering from boredom; note this on the Crew Management Log.
- ❑ **9.2 Craft Maintenance (Repair Degradation):** Give to crew members engaged in EVA, along with Task Evaluation Forms. Retrieve forms at end of Period. If repair is successful, turn the lights back up. If not, then leave the lights dimmed until Period 12. Any crew member that is rated as Very Distracted or any crew member that suffers from muscular atrophy that isn't

rated as Very Focused will sustain an accidental injury. Check the Airlock EVA Log at the end of the Period; assign *DECOMPRESSION SICKNESS* to anyone who didn't record proper acclimation on the log.

- ❑ **9.KU Impulse:** Give to *KUCERA*, along with the Crew Database.
- ❑ **EVA Acclimation:** Near the end of the Period, announce the need for regularly scheduled EVA maintenance next Period and recommend two crew members acclimate at the Airlock for a few minutes prior to EVA. *No event sheet.*

PERIOD 10

- ❑ **10.1 Craft Maintenance (Impact Particulate Splash):** Give to crew members engaged in EVA, along with Task Evaluation Forms. Retrieve forms at end of Period. If task was successful, cross out events 12.2 and 13.3 now. Check the Airlock EVA Log at the end of the Period; assign *DECOMPRESSION SICKNESS* to anyone who didn't record proper acclimation on the log.
- ❑ **10.2 Chronic Radiation Syndrome:** Give to the crew member who has performed the most EVA according to the Airlock Log. This crew member is suffering from radiation sickness; note this on the Crew Management Log.
- ❑ **10.p Stress (Overworked):** Give to a crew member with the most Very Focused ratings according to the Crew Management Log. This crew member is suffering from stress; note this on the Crew Management Log. Note that there may not have been many evaluations at this point; use your judgement with the information you have available.
- ❑ **10.FA Flashback:** Give to *FARAGO*.
- ❑ **Check Cockpit Maintenance Log:** If there are seven or more entries by the end of this Period, cross out events 11.2 and 12.2.

PERIOD 11

- ❑ **11.1 Malnutrition:** Give to a crew member who's player hasn't eaten their snack.
- ❑ **11.2 Fungal Infestation:** Announce, and deploy at the Cockpit along with Task

Evaluation Forms. Retrieve forms at end of Period. If the task is successful, cross out event 12.2.

- ❑ **11.i Jealousy:** Give to a crew member of your choosing. Note this on the Crew Management Log.
- ❑ **11.p Self-Destructive Behavior:** Give to a crew member of your choosing based on the Crew Management Log.
- ❑ **11.DO Despair:** Give to *DODSON*.

PERIOD 12

- ❑ **12.1 Disconnection:** Give to crew member with the least entries on the Socializing Log since Period 6. This crew member is suffering from disconnection; note this on the Crew Management Log.
- ❑ **12.2 Illness (Aggressive Fungus):** Give to a crew member that has experience malnutrition, radiation sickness, or an accidental injury. Note this on the Crew Management Log. Do not give this event to Dodson. Set the extra Task Evaluation Forms aside for the next task the recipient participates in.
- ❑ **12.3 Component Failure (Sensor Contamination):** Announce that the EVA Particulate Removal was unsuccessful, and that as a result the external sensors have become contaminated. The Observation Deck will not be available until the degradation is repaired. Repairing the degradation requires EVA; recommend that two crew members begin acclimating now to complete the repairs next Period. The repair is described in event 13.3.
- ❑ **12.i Sexual Frustration:** Give to a crew member of your choosing. Note this on the Crew Management Log.
- ❑ **12.p Homesickness:** Give to a crew member of your choosing based on the Crew Management Log. Do not give it to a crew member that has previously experienced homesickness. Note this on the Crew Management Log.
- ❑ **12.TR Manipulation:** Give to *TREMBLEY*.

PERIOD 13

- ❑ **13.1 Uncontrolled Decompression:** Announce this to the crew, every waking crew member must respond. Give to crew members making repairs, along with Task Evaluation Forms. Retrieve forms at end of Period. If unsuccessful, they do not make the repairs fast enough and suffer from decompression sickness; note this on the Crew Management Log. Crew members suffering from malnutrition, muscular atrophy, or radiation sickness also suffer from an accidental injury unless they are rated as Very Focused.
- ❑ **13.2 Muscular Atrophy:** Give to crew member with the least entries on the Exercise Log since Period 6. This crew member is suffering from muscular atrophy; note this on the Crew Management Log.
- ❑ **13.3 Craft Maintenance (Repair Contamination):** Give to crew members engaged in EVA, along with Task Evaluation Forms. Retrieve forms at end of Period. If repair is successful, Observation deck functionality is restored. If not, then the Observation Deck will not be available until Period 15. Any crew member that is rated as Very Distracted or any crew member that suffers from muscular atrophy that isn't rated as Very Focused will sustain an accidental injury. Check the Airlock EVA Log at the end of the Period; assign *DECOMPRESSION SICKNESS* to anyone who didn't record proper acclimation on the log.
- ❑ **13.p PTSD (Hypervigilance):** Give to a crew member of your choosing based on the Crew Management Log. This crew member is suffering from PTSD; note this on the Crew Management Log.
- ❑ **13.FA Flashback:** Give to *FARAGO*.

PERIOD 14

- ❑ **14.1 Single Event Burnout:** Announce and deploy at the Medical Bay, along with Task Evaluation Forms. Retrieve forms at end of Period. If *KUCERA* is involved, increase score

sum by one. If repair is unsuccessful, announce that use of Medical Bay will be suspended until Period 17, as the repairs will be more complicated (no event required for this).

- ❑ **14.p Stress (Overworked):** Give to a crew member with the most Very Focused ratings according to the Crew Management Log. Do not give this to the crew member that experienced stress from overworking in Period 10. This crew member is suffering from stress; note this on the Crew Management Log.
- ❑ **14.p Claustrophobia:** Give to a crew member of your choosing based on the Crew Management Log. Do not give to a crew member that has already experiences claustrophobia. Note this on the Crew Management Log.
- ❑ **14.AC Nightmare:** Give to *ACOSTA*.
- ❑ **EVA Acclimation:** Near the end of the Period, announce the need for regularly scheduled EVA maintenance next Period and recommend two crew members acclimate at the Airlock for a few minutes prior to EVA. *No event sheet.*

PERIOD 15

- ❑ **15.1 Geopolitical Upset:** Announce to entire crew. Allow them to discuss and resolve on their own.
- ❑ **15.2 Craft Maintenance (Plasma Film Removal):** Give to crew members engaged in EVA, along with Task Evaluation Forms. Retrieve forms at end of Period. If task was successful, cross out events 17.2 and 18.2 now. Check the Airlock EVA Log at the end of the Period; assign *DECOMPRESSION SICKNESS* to anyone who didn't record proper acclimation on the log.
- ❑ **15.3 Boredom:** Give to crew member with the least entries on the Study Log since Period 9. This crew member is suffering from boredom; note this on the Crew Management Log.
- ❑ **15.OU Somatic Depression:** Give to *OU*.
- ❑ **Check Cockpit Maintenance Log:** If there are eleven or more entries by the end of this Period, cross out events 16.2 and 17.3.

PERIOD 16

- ❑ **16.1 Radiation Spike:** Announce to entire crew. All waking crew must respond. The last crew member to reach the cryostasis chambers will suffer from radiation sickness next period (event 17.1).
- ❑ **16.2 Craft Maintenance (Repair Damage Caused by Dust):** Announce, and deploy at Cockpit, along with Task Evaluation Forms. Retrieve forms at end of Period. If *ACOSTA* is involved, increase score sum by one. If task was successful, cross out event 17.3.
- ❑ **16.i Professional Frustration:** Give to a crew member of your choosing. Note this on the Crew Management Log.
- ❑ **16.p PTSD (Paranoia):** Give to a crew member of your choosing based on the Crew Management Log. This crew member is suffering from PTSD; note this on the Crew Management Log.
- ❑ **16.DO Apathy:** Give to *DODSON*.

PERIOD 17

- ❑ **17.1 Acute Radiation Syndrome:** Give to the crew member that was last to the cryostasis chambers last Period.
- ❑ **17.2 Component Failure (Deep Dielectric Charging):** Announce that the EVA Plasma Film Removal was unsuccessful, and that as a result the entire craft is experiencing deep dielectric charging that is causing arcing and system failures. The *Rubicon* is now experiencing power fluctuations. One vulnerable crew member that is currently engaged in another activity will suffer an accidental injury due to electrical discharge (no blood spill). Consult the Crew Management Log to find a crew member who is likely to be caught unaware. Repairing the issue requires both internal and external activity; recommend that two crew members begin acclimating now to complete the repairs next Period. The repair is described in event 18.2.

- ❑ **17.3 Component Failure (Dust Accumulation):** Announce, and deploy at Cockpit, along with Task Evaluation Forms. Retrieve forms at end of Period. If *ACOSTA* is involved, increase score sum by one. Any crew member that suffers from muscular atrophy will sustain an accidental injury unless they are rated as Very Focused (also resulting in a blood spill). If repair is unsuccessful, the temperature fails to regulate resulting in discomfort for the entire crew.
- ❑ **17.p Anxiety (Insomnia):** Give to a crew member of your choosing based on the Crew Management Log. This crew member is suffering from insomnia; note this on the Crew Management Log.
- ❑ **17.KU Sabotage:** Give to *KUCERA*. If they go through with it, deploy event 18.x accordingly.

PERIOD 18

- ❑ **Awaken Crew:** Wake all crew members at the beginning of this Period; no more cryostasis for the rest of the scenario. *No event sheet.*
- ❑ **18.1 Contact with the *Euryale*:** Announce to entire crew. Allow them to discuss as needed.
- ❑ **18.2 Craft Maintenance (Repair Charging Damage):** Give to crew members engaged in repairs, along with Task Evaluation Forms. Retrieve forms at end of Period. If repair is unsuccessful, both crew members performing EVA suffer an accidental injury. Check the Airlock EVA Log at the end of the Period; assign *DECOMPRESSION SICKNESS* to anyone who didn't record proper acclimation on the log. Task fails if any of the following are true:
 - ❑ Any crew member is rated as Very Distracted by any other crew member.
 - ❑ Any crew member that suffers from muscular atrophy isn't rated as Very Focused by any other crew member.
 - ❑ The sum grade of the crew's performance averages less than Focused (sum score of less than 18). Increase score sum by one if either *ACOSTA* or *KUCERA* are involved, or by two if both are involved.
- ❑ **18.x Unexplained Difficulties:** Give to a crew member as specified by Kucera during event 17.KU. The event this is paired with will fail if any crew member is rated as Distracted or Very Distracted (if relevant).

PERIOD 19

- ❑ **Note:** No timer for this Period; 15 or 20 minutes of discussion is expected. *No event sheet.*
- ❑ **Soundtrack:** Play the Venus EM Noise track for the duration of Period 19. *No event sheet.*
- ❑ **19.1 The *Euryale*:** Present both parts to the entire crew. Allow the crew to discuss the situation. However, you may need to direct the conversation away from technical and practical details toward the moral and emotional dilemma. **Deploy event:**
 - ❑ 19.2 if they decide to perform the override.
 - ❑ 19.OU if they decide to mediate.
 - ❑ No event if they decide to stay or take some other course of action.
- ❑ **19.2 Override the *Euryale*:** Give to EVA crew. Allow the EVA crew to have a few minutes to interact privately before going to collect the form.
- ❑ **19.OU Mediate with the *Euryale*:** Give to *OU*. After *Ou* has had a moment to consider the negotiation, ask them how it went. If *Ou* says it was successful, then it was. If *Ou* describes a mixed result, then the negotiation is successful unless they are suffering from especially acute mental illness symptoms as per your judgement.
- ❑ **After the Decision is Made:** Allow the players to sit in silence for a few moments after they retire to cryostasis.

DEROLING AND DEBRIEFING

- ❑ Follow the instructions on Deroling/Debriefing.fac. Give the players time to discuss. There is little need to intervene as long as people are listening respectfully and taking turns speaking. Draw out enthusiasm to the best of your ability.
- ❑ Recycle the play materials afterwards.

TRAVEL CALENDAR

PERIOD 1

EARTH YEAR: 2577

t + 5 years

RUBICON YEAR: 2572

t + 4 months

DISTANCE TRAVELLED

4.8354844532515 × 10¹³ km

PERIOD 2

EARTH YEAR: 2582

t + 10 years

RUBICON YEAR: 2572

t + 8 months

DISTANCE TRAVELLED

9.6709689273168 × 10¹³ km

PERIOD 3

EARTH YEAR: 2587

t + 15 years

RUBICON YEAR: 2573

t + 1 year

DISTANCE TRAVELLED

1.45064218555220 × 10¹⁴ km

PERIOD 4

EARTH YEAR: 2592

t + 20 years

RUBICON YEAR: 2573

t + 1 year
4 months

DISTANCE TRAVELLED

1.9341895807363 × 10¹⁴ km

PERIOD 5

EARTH YEAR: 2597

t + 25 years

RUBICON YEAR: 2573

t + 1 year
8 months

DISTANCE TRAVELLED

2.4173697592040 × 10¹⁴ km

PERIOD 6

EARTH YEAR: 2602

t + 30 years

RUBICON YEAR: 2574

t + 2 years

DISTANCE TRAVELLED

2.90128437110450 × 10¹⁴ km

PERIOD 7

EARTH YEAR: 2607

t + 35 years

RUBICON YEAR: 2574

t + 2 years
4 months

DISTANCE TRAVELLED

3.38483176628850 × 10¹⁴ km

PERIOD 8

EARTH YEAR: 2612

t + 40 years

RUBICON YEAR: 2574

t + 2 years
8 months

DISTANCE TRAVELLED

3.86837916147260 × 10¹⁴ km

PERIOD 9

EARTH YEAR: 2617

t + 45 years

RUBICON YEAR: 2575

t + 3 years

DISTANCE TRAVELLED

4.35192655665670 × 10¹⁴ km

PERIOD 10

EARTH YEAR: 2622	t + 50 years
RUBICON YEAR: 2575	t + 3 years 4 months

DISTANCE TRAVELLED

4.83548341257120 × 10¹⁴ km

PERIOD 11

EARTH YEAR: 2627

t + 55 years

RUBICON YEAR: 2575

t + 5 years
8 months

DISTANCE TRAVELLED

5.31903080775530 × 10¹⁴ km

PERIOD 12

EARTH YEAR: 2632

t + 60 years

RUBICON YEAR: 2576

t + 4 years

DISTANCE TRAVELLED

5.80257820293940 × 10¹⁴ km

PERIOD 13

EARTH YEAR: 2637

t + 65 years

RUBICON YEAR: 2576

t + 4 years
4 months

DISTANCE TRAVELLED

6.28612559812350 × 10¹⁴ km

PERIOD 14

EARTH YEAR: 2642

t + 70 years

RUBICON YEAR: 2576

t + 4 years
8 months

DISTANCE TRAVELLED

6.76967299330750 × 10¹⁴ km

PERIOD 15

EARTH YEAR: 2647

t + 75 years

RUBICON YEAR: 2577

t + 5 years

DISTANCE TRAVELLED

7.25322038849160 × 10¹⁴ km

PERIOD 16

EARTH YEAR: 2652

t + 80 years

RUBICON YEAR: 2577

t + 5 years
4 months

DISTANCE TRAVELLED

7.7367677836757 × 10¹⁴ km

PERIOD 17

EARTH YEAR: 2657

t + 85 years

RUBICON YEAR: 2577

t + 5 years
8 months

DISTANCE TRAVELLED

8.22031517885980 × 10¹⁴ km

PERIOD 18

EARTH YEAR: 2662

t + 90 years

RUBICON YEAR: 2578

t + 6 years

DISTANCE TRAVELLED

8.70386257404390 × 10¹⁴ km

PERIOD 19 - ARRIVAL AT BETA PERSEI

EARTH YEAR: 2662 t + 90 years

RUBICON YEAR: 2578 t + 6 years

DISTANCE TRAVELLED

8.70386257404390 × 10¹⁴ km

LOGS & LISTS

RECREATIONAL STUDY LOG

[illegible]

ARED EXERCISE LOG

[illegible]

COCKPIT MAINTENANCE LOG

[illegible]

COMMON AREA/SOCIALIZING LOG

[illegible]

AIRLOCK EVA LOG


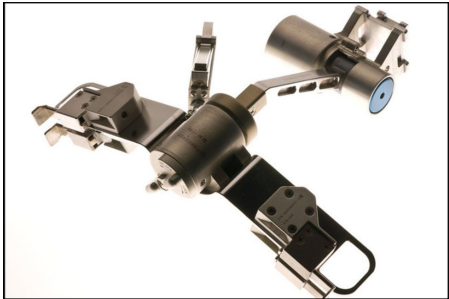

Scheduled EVA maintenance in Periods 5, 10, and 15. Acclimation should take before and after.




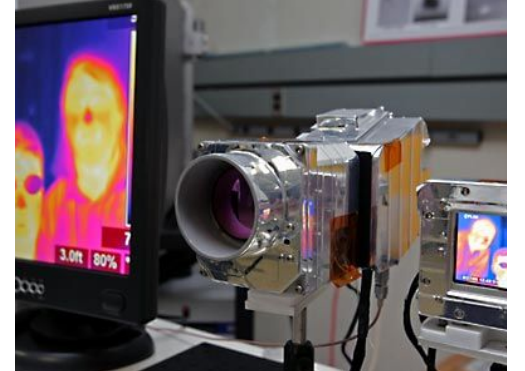
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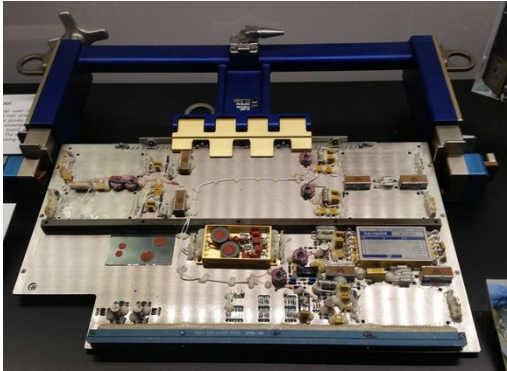
EQUIPMENT CHECKOUT LOG

[illegible]

EQUIPMENT LIST

TOOL	DESCRIPTION	IMAGE
Toolbox	Wrenches, ratchets, sockets, drive accessories, screwdrivers, pliers, cutters, tweezers, files, dead blow hammer, snips, saw, pry bar.	
EVA Mini-Workstation	This attaches to the chest area of an astronaut's spacesuit to hold tools and equipment.	
EVA Pistol Grip	Hand-drill designed for use in the thick-gloved hands of spacewalkers. Features a pistol-style handle and large information screen. Crew members can program the speed and torque, and the settings show up on the screen.	

TOOL	DESCRIPTION	IMAGE
Zero-Gravity 3D Printer	Manufacture custom tools and parts as needed.	
Pin Kit (electrical repairs)	Contains a variety of wires, clips, leads, sockets, pins, and small tools (wire strippers, crimp and splice tools, mini-grabbers) stowed in neatly labeled pockets on fabric pages and fold-out panels within a zippered case.	
Trace Gas Analyzer	The shoebox-sized system is placed on an astronaut's chest so it can easily be pointed at areas of interest. It can also detect leaking water, seeping rocket fuel, or escaping oxygen.	
Handheld Infrared Camera	Scan tiles for cracks.	

TOOL	DESCRIPTION	IMAGE
Handheld Temperature Sensor	Read surface temperatures to determine if repairs are currently possible.	
Handheld Vacuum	Collect dust and other debris.	
Safety Tethers	Long tethers used to secure crew members and tools when performing work in microgravity.	 <p>EVA Safety Tether</p> <p>Adjustable EVA Equipment Tether</p> <p>Retractable Equipment Tether</p>
Tile Repair Ablator Dispenser	A 55-pound (25-kilogram) device designed to fill cracks between a shuttle's heat-resistant tiles and door seals, such as those found on landing gear doors, during a spacewalk repair.	 <p>Tile Repair Ablator Dispenser (T-RAD)</p>
STIS Card Extraction/Insertion Tool	The STIS Card Extraction/Insertion Tool (blue) grips an electronics board. Astronauts turned a knob to tighten the clamp, allowing them to insert and remove the electronics boards on STIS and ACS without cutting their space suits on sharp edges.	

MEDICATION DISPENSING LOG

[illegible]

MEDICAL CONDITION LIST

CONDITION	SYMPTOMS	TREATMENT
Space Adaptation Syndrome	Mild nausea and disorientation, vomiting and intense discomfort, headaches	Transdermal dimenhydrinate patches.
Decompression Sickness	Localized deep pain, ranging from mild to excruciating. Sometimes a dull ache, but rarely a sharp pain. Itching, usually around the ears, face, neck, arms, and upper torso. Altered sensation, tingling or numbness, increased sensitivity. Confusion or memory loss. Visual abnormalities. Unexplained mood or behaviour changes. Seizures, unconsciousness.	Treat initially with 100% oxygen until hyperbaric oxygen therapy (100% oxygen delivered in a high-pressure chamber) can be provided.
Radiation Sickness	Nausea and vomiting. Predisposition to infection and bleeding. Seizures, tremors, lethargy, rapid death. Increased probability of developing some other diseases, mainly different types of cancers.	Granulocyte colony-stimulating factor, Potassium iodide (Thyroshield, Iosat), Prussian blue (Radiogardase), Diethylenetriamine pentaacetic acid (DTPA).
Spaceflight Osteopenia	Increased bone weakness increases the risk of a broken bone.	Increasing dietary calcium and vitamin D. Hormone therapy.
Muscular Atrophy	Weakness, unable to perform certain tasks, increased risk of accidents.	Regular exercise.
Malnutrition	Fatigue, dizziness, weight loss, and poor memory.	Vitamin supplement, nutritious diet.
Insomnia	Daytime sleepiness, low energy, irritability, and a depressed mood. Increased risk of motor vehicle collisions, problems focusing and learning.	Sleeping tablets and other sedatives.
Respiratory Infection	Coughing, sore throat, runny nose, sneezing, headache, fever.	Pain medication, dextromethorphan.
Pseudomonas Aeruginosa	Generalized inflammation and sepsis.	β -lactamase inhibitors and antibiotics.
Staphylococcus	Boils and oozing blisters. Nausea, vomiting, and stomach ache.	Drainage and antibiotics.
Fungal Pneumonia	Fever, cough, chest pain.	Antifungal drugs, surgical debridement.

CREW MANAGEMENT LOG

CREW MEMBER	FARAGO	OU	ACOSTA	KUCERA	TREMBLEY	DODSON
CORRESPONDENT ROLE	Yera (for Trembley)	Cyril (for Kucera)	Deniz (for Ou)	Lonnie (for Dodson)	Marion (for Acosta)	Vali (for Farago)
INTERPERSONAL EVENT RECEIVED						

PERFORMANCE	COUNT					
Distr. or V. Distr.						
Very Focused						

PSYCHOLOGICAL CONDITION	PERIOD RECEIVED					
Boredom Disconnection Homesickness Overworked Self Destructive						
Insomnia Stress Anxiety PTSD Claustrophobia						

PHYSICAL CONDITION	PERIOD RECEIVED					
Muscular Atrophy Malnutrition Decomp. Sickness Injury						
Illness Space Adap. Syn. Rad. Sickness						

STATION SIGNS



COMPUTER STATION



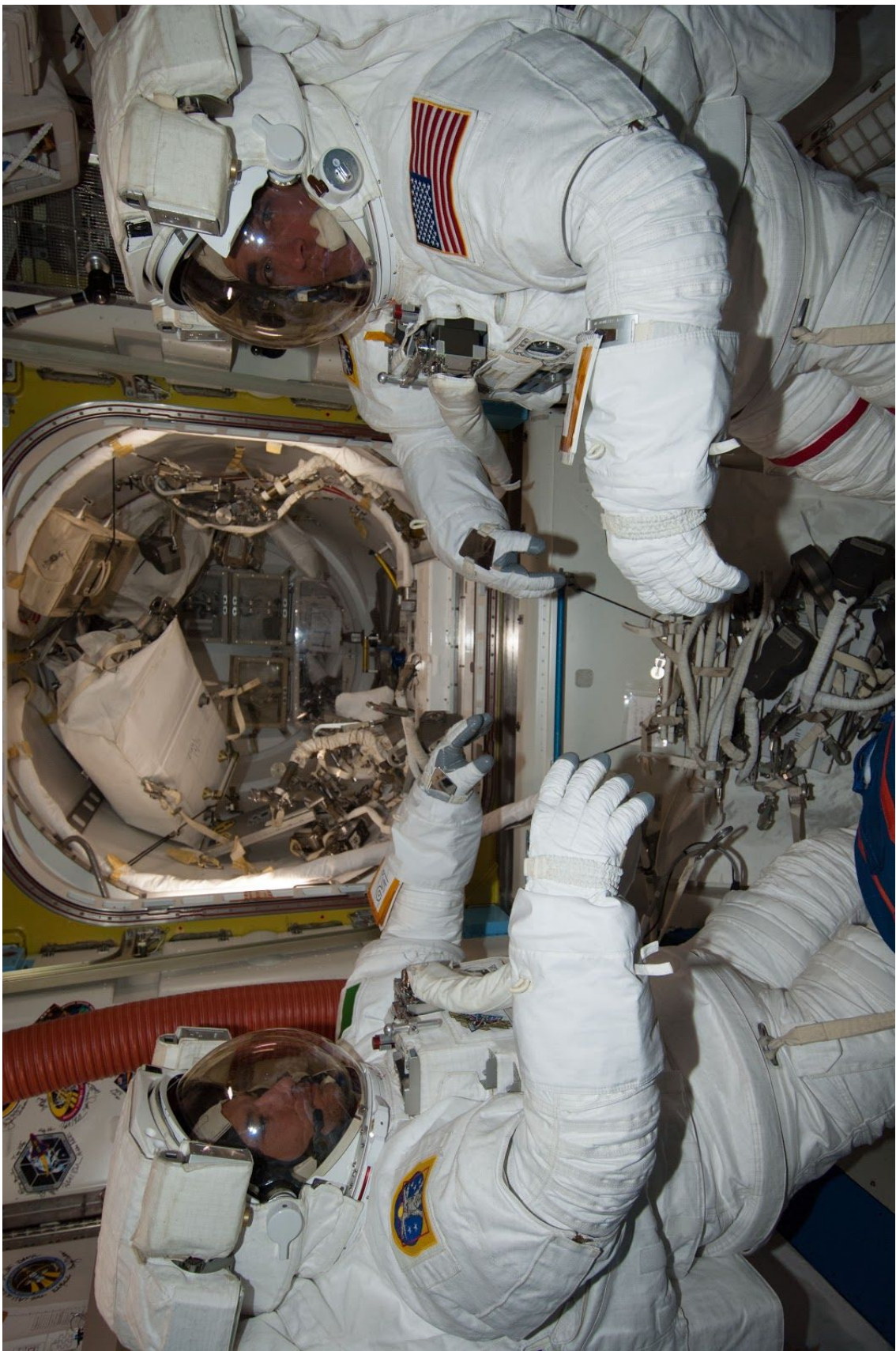
RECREATION ROOM



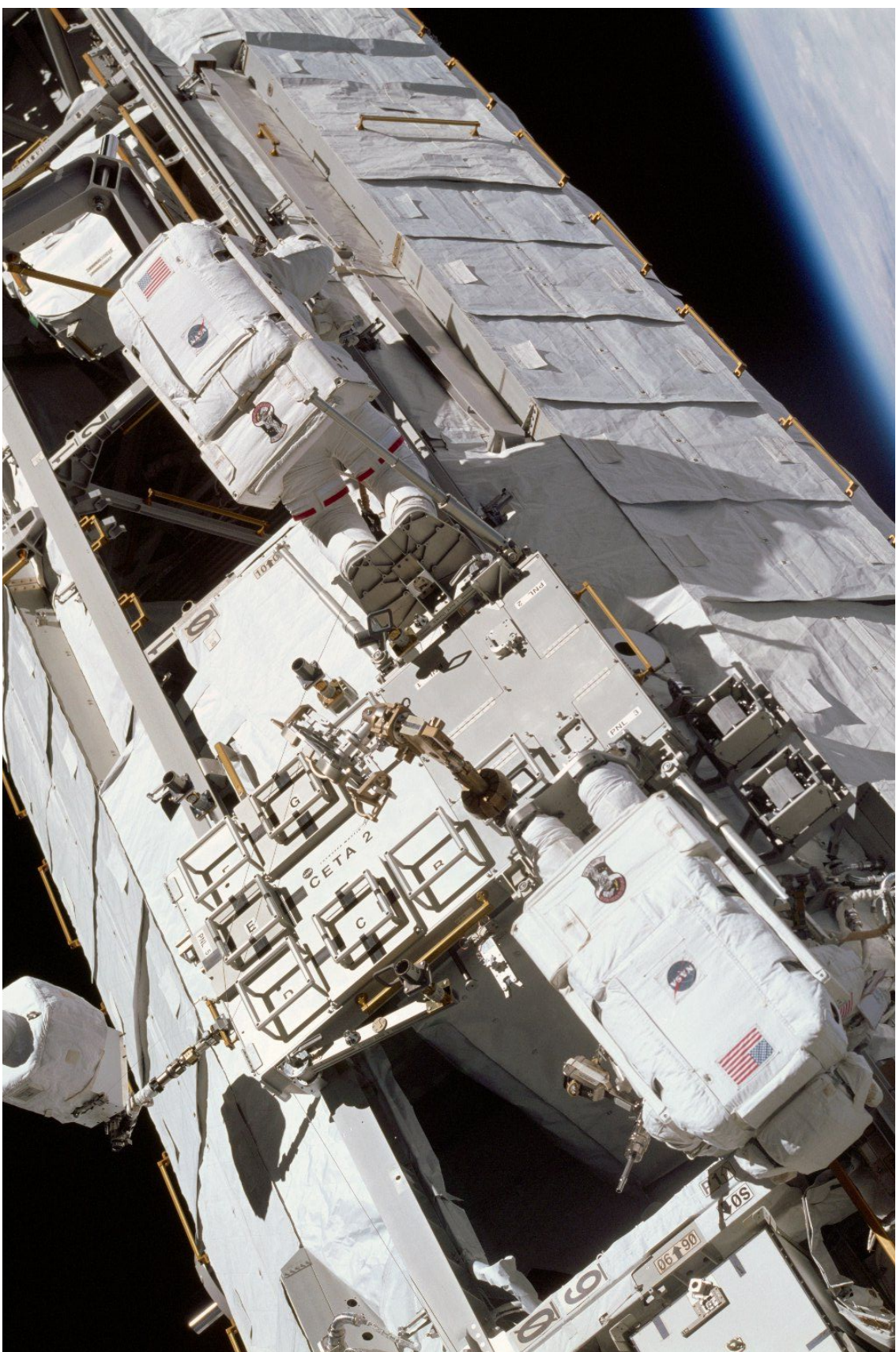
COMMON AREA



OBSERVATION DECK



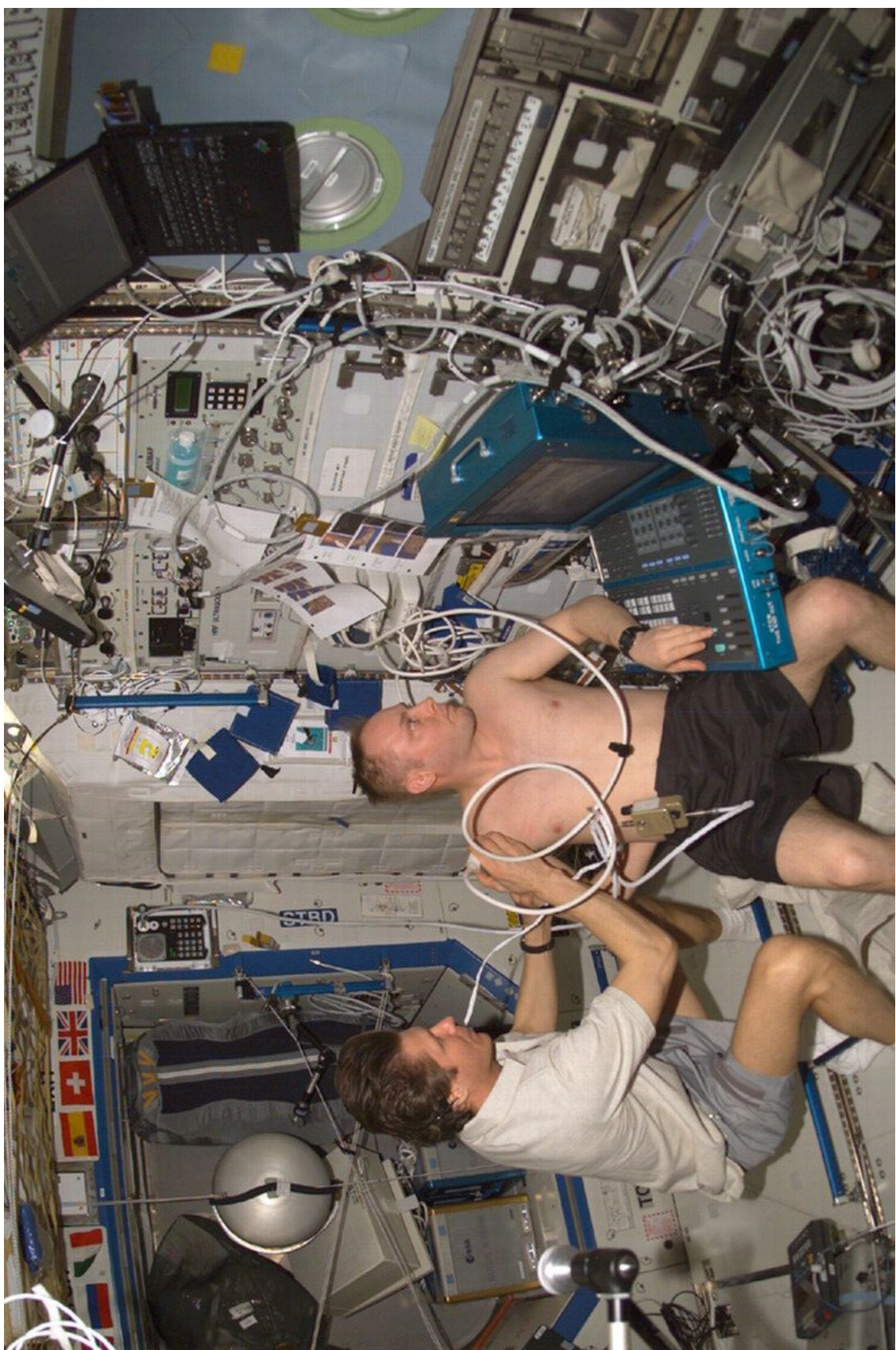
AIRLOCK



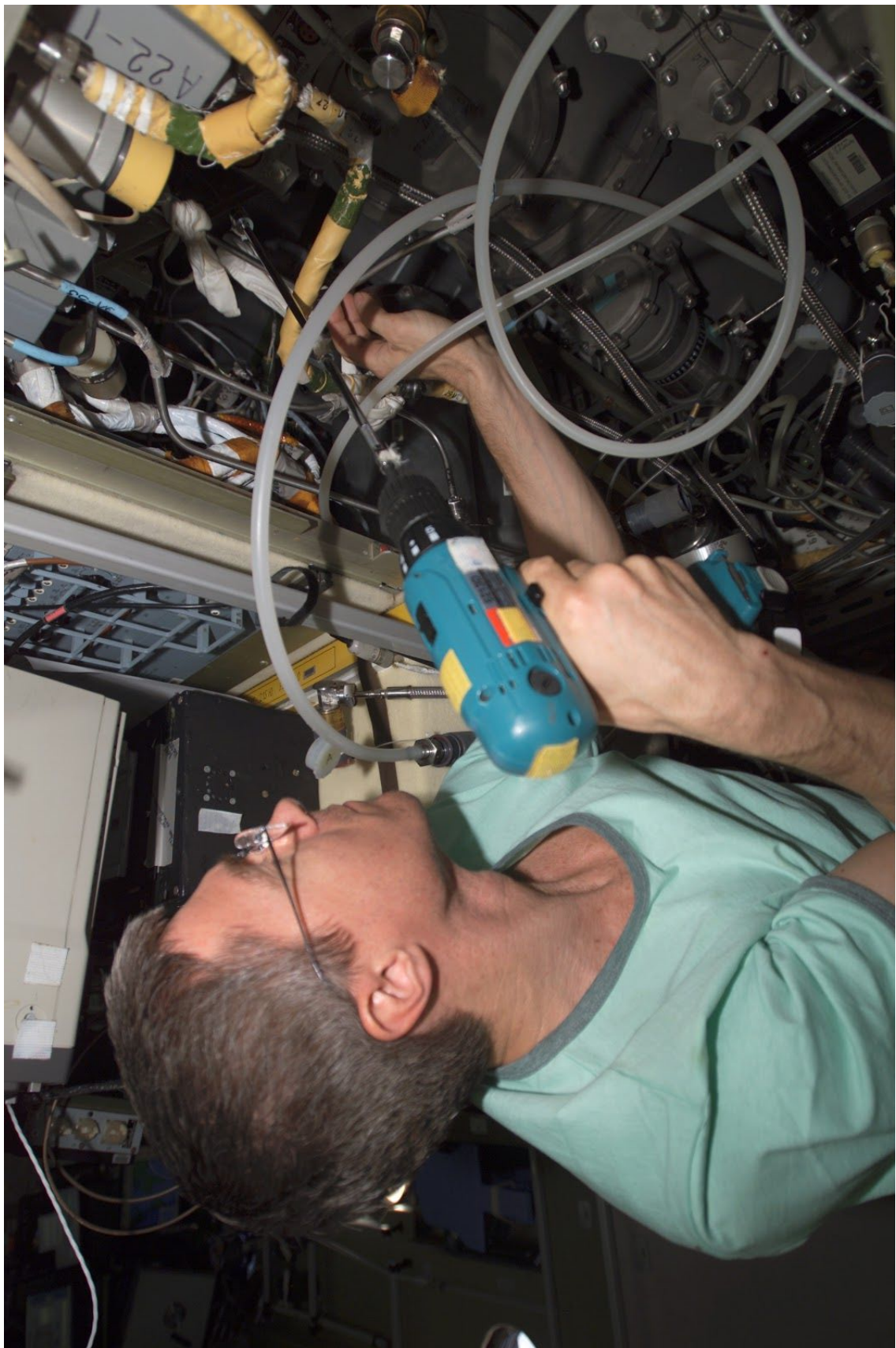
EXTRAVEHICULAR ACTIVITY



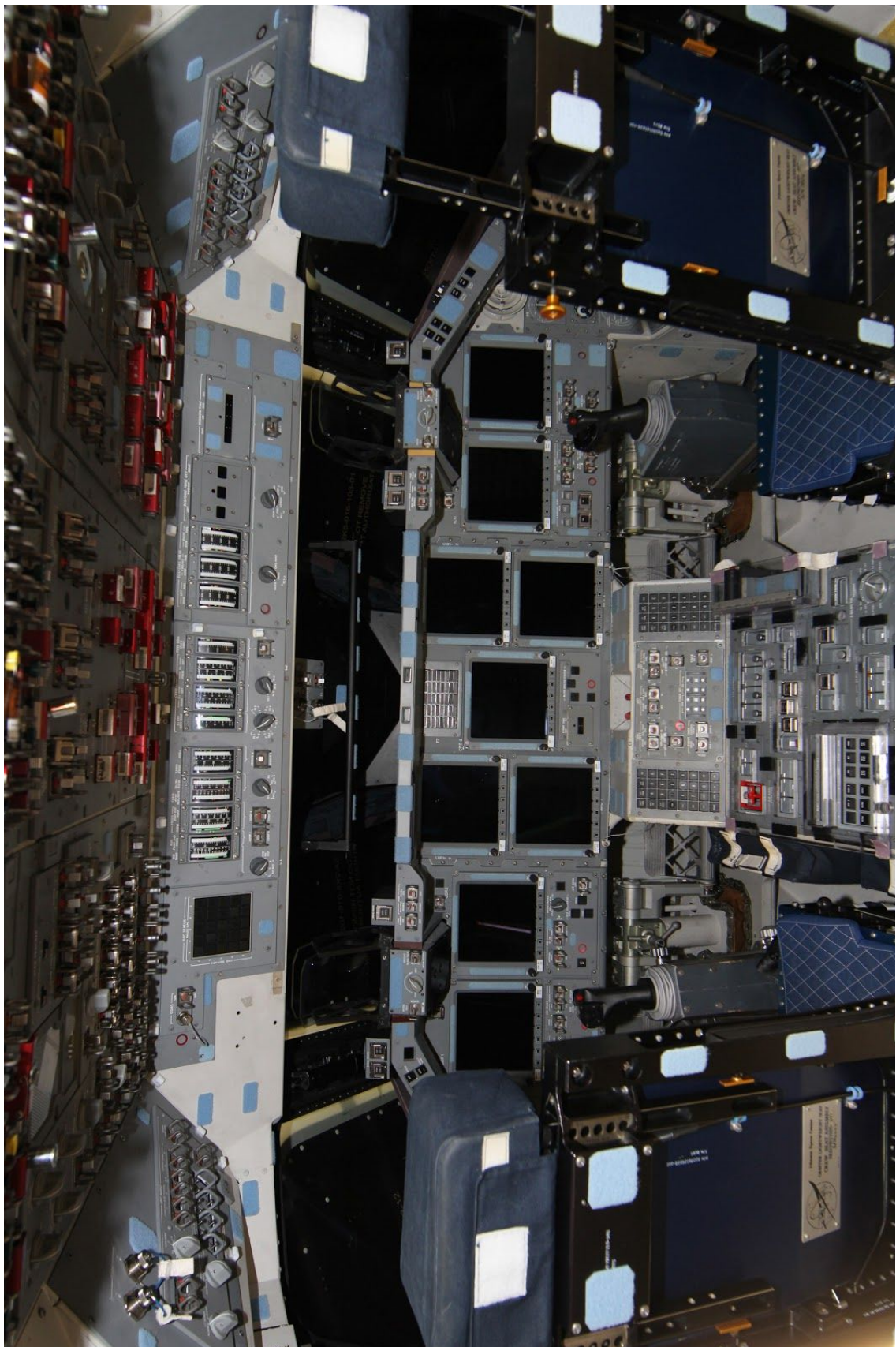
CRYOSTASIS CHAMBERS



MEDICAL BAY



WORKSHOP



COCKPIT