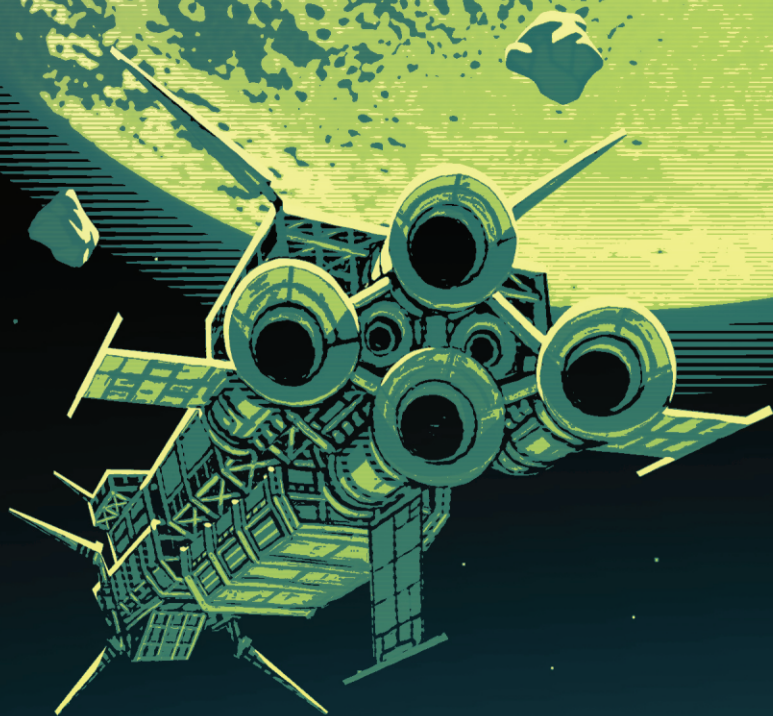


V.1

DECK 52

:SPACE WRECKED

A QUICK SOLO DUNGEON CRAWL CARD GAME



BY ALEXEY APARIN



SOLO



10 min



7+

IMPORTANT:

All the files mentioned in this text
are available on the official web page:

<http://pocketlands.com/deck-52-space-wrecked>

DECK 52: SPACE WRECKED

1 Player Card Game for Ages 7+. Time: 5-10 min.

INTRO

A spaceship wrecked (darn pirates!) and the only location your escape pod can reach is a huge derelict hulk. Try to survive and find your way to a rescue shuttle.

“**DECK 52: Space Wrecked**” is a quick solo dungeon crawl card game, where the player moves through randomly generated floor plans, fighting enemies and resolving obstacles.

You only need a “**DECK 52: Space wrecked**” **deck of cards*** and a copy of the rules. The game can be played as a single scenario or a sequence of missions (Campaign). One mission lasts 5-10 min.

* To try the game, you may also use a standard deck of 52 playing cards. You will need a copy of [Deck-52 Reference-Sheet.pdf](#) and [Deck-52 Game-Mat.pdf](#).

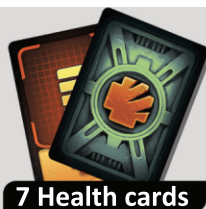
COMPONENTS (52 cards)



27 Map cards



3 Character cards



7 Health cards



7 Action cards



6 Loot cards



2 Reference cards

GAME SETUP

1

CHOOSE A CHARACTER to play (cards 4, 5 or 6). Put his/her Character card face up on the side of your playing area.

2

HEALTH PILE: Put the Health Cards (7-10) face up in a pile near the Character card. The top card should represent the maximum character's Health. If the character starts with a Stim Pack (11), put it on top of the Health pile.

3

ACTION DECK: Shuffle Action cards (14-18) and put them face down in a pile near the Character card. If the character starts with a Pulse Rifle (19), shuffle it into the Action deck.

Objective: Draw a card from the Action deck. The number on the card is the number of your Objective (p.5 and card 2) for this mission. Shuffle the Action card back in.

4

INVENTORY: If the character starts with a Force Field (22), Access Card (24), Oxygen (25), or Grenade (26) put them face up in the Inventory stack.

5

LOOT DECK: Shuffle remaining Loot cards (21-26) and put them face down in a pile on the left of the Character card.

6

MAP DECK: Shuffle Map cards (27-52) and put them face down in a pile in front of you.

7

ENTRANCE: Place the Entrance card (1) in a vertical orientation in the middle of your playing area. The recommended playing area size is about 6x6 cards. Draw 4 Map cards and place them face-up and adjacent to the Entrance card.

8

Put the rest of the cards in the **DISCARD PILE**.

Figure 1: Game Setup

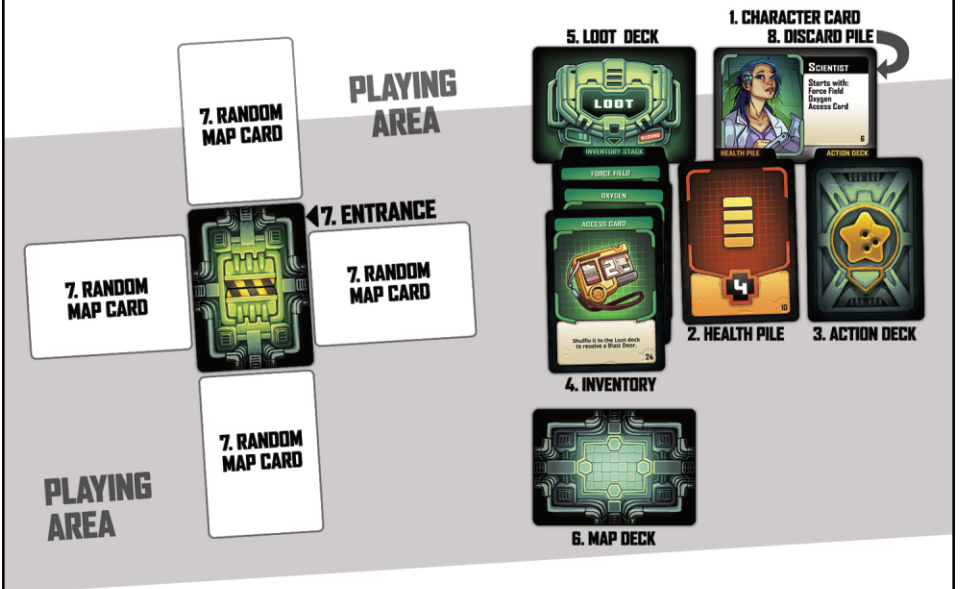
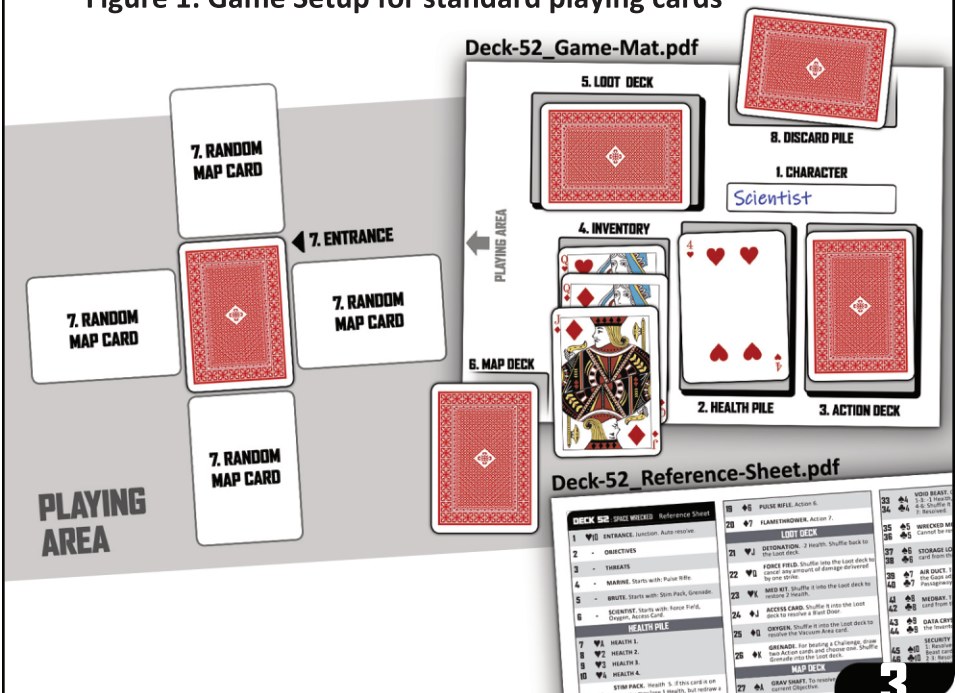


Figure 1: Game Setup for standard playing cards



GAME SEQUENCE

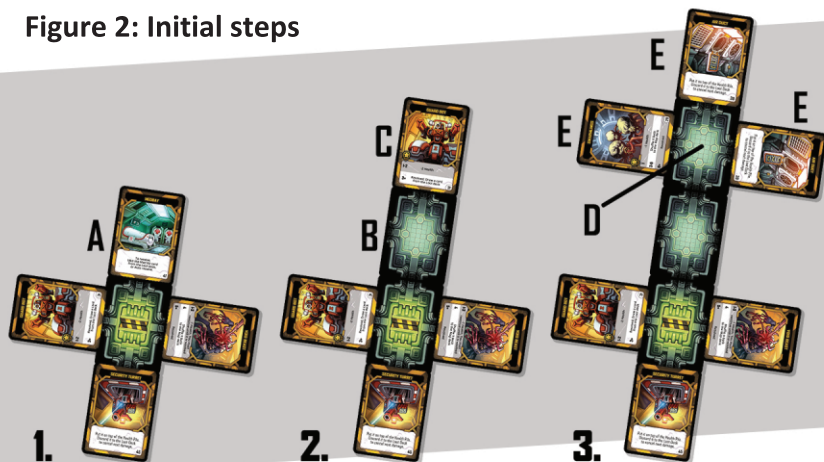
During play, you **Resolve** challenges, **Explore** each level of a spaceship, to reach each mission's **Objective**, and escape using the **Grav Shaft** (27).

More specifically: When you're done with Game Setup and see the first four random Map cards around the Entrance (Figure 2, step 1), you must decide which of the four Map cards to resolve first (e.g., Medbay, Figure 2, A) and follow the chosen card's instructions (e.g., You take Med Kit). Having resolved the card, you must flip it face down (Figure 2, B), revealing an open junction or passageway through which you may pass. Adjacent to that card, you must place (explore) a random Map card face up (Figure 2, C). Now choose the next face up card and try to resolve it. If you succeed (Figure 2, D), explore adjacent cards (Figure 2, E) and so on, switching between "Resolve" and "Explore" actions as explained in further detail in the following pages.

SINGLE MISSION

In a single mission game, you win by resolving the Grav Shaft card. You lose if you cannot resolve the card, or if the character dies (Health is lower than 1). Upgrading a character with cards 12, 13, 20 is not involved in this type of game. If the game isn't challenging enough for you, try to add 1-3 random Threats (p.10 and card 3).

Figure 2: Initial steps



OBJECTIVES

When you select an Objective, draw a card from the Action deck. The number on the card is the number of your Objective for this mission. Shuffle the Action card back in. The seven different objectives are given and described below:

1

Resolve **6 or more cards**, including **Control Room**.

2

Resolve any **two cards in Gaps**.

3

Resolve **Instrumentation Bay, Blast Door**.

4

Resolve **Vacuum Area**, discard **Data Crystal**.

5

Resolve **Xenoterror**, or explore it twice.

6

Resolve **Security Turret**, pay **Med Kit**.

7

Explore **two Wrecked Modules**, resolve a **Vacuum Area**.

EXPLORE

To explore, draw Map cards and place them adjacent to the resolved card, as shown in the following pattern (Figure 3). Depending on its place in the pattern, the Map card can be: a **JUNCTION (J)** and have 4 adjacent Map cards, a **PASSAGEWAY (P)** and have 2 adjacent Map cards, or a **GAP* (G)**. The Entrance card (**E**) is a type of junction.

The ship's level is limited by your playing area. You cannot place a map card if there is not enough space.

* **Gaps:** Gaps are “holes” in a grid of Junctions and Passageways. Gaps are used only when the instructions on a card allow for it. Each gap holds no more than one card (Figure 4, Step 3.).

RESOLVE

You may resolve only active (face up) cards, but in any order you want. Once a map card is resolved (flipped face down), it cannot be resolved again. Some cards state they cannot be resolved, meaning they stay active till the end of the Mission. Depending on a Map card's instruction, it can be resolved in several ways:

- Some cards state to draw a random or pick a specific card from the Loot deck.
- **Pay the Price.** Shuffle a specified Inventory card back in the Loot deck (except for Data Crystals, which are placed in the Discard pile when paid).
- **Challenge.** When you decide to try to beat it, Shuffle the Action deck and draw a card. Follow the Map card's option with a corresponding number, and shuffle the Action card back in. If the Map card is still active, you may try to beat the Challenge again whenever you want (e.g., after a Medbay).
- **Auto Resolve.** You may resolve this card for free at any moment.

IMPORTANT: After resolving a card, you must flip it face down.



Figure 3. Map pattern

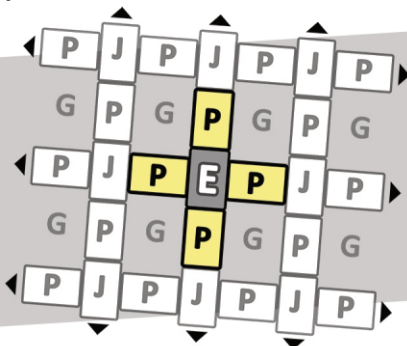
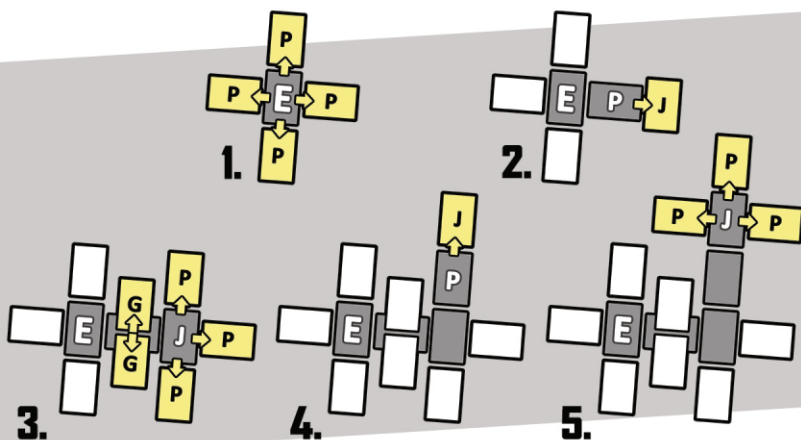


Figure 4: Map unfolding example



1. I explored 4 passageways (P) that are adjacent to the Entrance junction (E).
2. I resolved the passageway (P), and explored the adjacent junction (J). It is revealed to be an Air Duct.
3. I resolved the Air Duct (J) by exploring two extra cards in Gaps (G), and explored all 3 adjacent passageways (P).
4. I resolved the passageway (P), and explored the adjacent junction (J).
5. I resolved the junction (J), and explored all 3 adjacent passageways (P).

CAMPAIGN

This type of game is a sequence of missions.

Campaign Sheet

You will need a copy of the campaign sheet to track your progress (Figure 5).

Winning

You start on level 1 of the derelict hulk. To win the game you must reach level **52 (or higher)** where the rescue shuttle is.

Ascending

To move to a higher level (increase the level you are on), you must **resolve the Grav Shaft** card. Each time you resolve it, draw a card from your current Action deck to determine how many levels you managed to rise. Add this number to your **Current Level** and mark it on your campaign sheet.

Descending

If you cannot or don't want to resolve the Grav Shaft card, you should pay 1 Health or 1 Inventory card, and go one level down. Reduce the current Level number by 1.

Entering the Level

After you arrive at another level (by ascending or descending), even if you were on that level before, the new Mission starts. Return all Spent Data Crystals from the discard pile to the Map deck. Reshuffle Map and Loot decks, randomly choose a new Objective and Threats (see below). Current Health level, current Action cards, and all your belongings, including Data Crystals, stay with you.

Figure 5: Deck-52 Campaign-Sheet.pdf

DECK 52: SPACE WRECKED		CAMPAIGN SHEET	
CHARACTER <input type="checkbox"/> MARINE <input type="checkbox"/> THUG <input type="checkbox"/> SCIENTIST UPGRADES <input type="checkbox"/> STIM PACK <input type="checkbox"/> PULSE RIFLE <input type="checkbox"/> FLAMETHROWER <input type="checkbox"/> ASTRONAUT RIG <input type="checkbox"/> EXOSKELETON INVENTORY <input type="checkbox"/> FORCE FIELD <input type="checkbox"/> MED KIT <input type="checkbox"/> ACCESS CARD <input type="checkbox"/> OXYGEN <input type="checkbox"/> GRENADE <input type="checkbox"/> DATA CRYSTAL <input type="checkbox"/> DATA CRYSTAL CURRENT HEALTH <div></div> CURRENT LEVEL <div></div>			
		OBJECTIVE <ol style="list-style-type: none"> Resolve six or more cards, including Control Room. Resolve any two cards in Gaps. Resolve Instrumentation Bay, Blast Door. Resolve Vacuum Area, discard Data Crystal. Resolve Xenoterror, or explore it twice. Resolve Security Turret, pay Med Kit. Explore two Wrecked Modules, resolve a Vacuum Area. 	THREATS <ol style="list-style-type: none"> QUARANTINE Remove Medbays from the Map deck. ALARM -1 Health as exploring cards with Guard Bots or Security Turrets. GRAVITY FLUCTUATION Pay two Inventory cards after resolving the Grav Shaft. LIVING TISSUE It's covering the walls and floors! Junctions may have only three adjacent cards. UNSTABLE FLOORS After the second Wrecked Module has been explored, draw an Action card. On 4+: You take -2 Health as you descend 1 level, and end the mission. CHEM TANKS LEAKAGE Subtract 1 from the number on all Action cards you draw (minimum 1). RADIATION HAZARD -1 Health per each three resolved cards.

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Upgrades

When you pass level 10, 20, 30 and 40 the first time, you may select one upgrade immediately. Selected upgrade cards stay with you till the end of the current Campaign. Select from the following cards:

- **Stim Pack (11):** Extends your Health to 5 points.
- **Astronaut RIG (12):** Extends your Health to 6 points and helps with vacuum areas. Requires Stim Pack.
- **Exoskeleton Suit (13):** Extends your Health to 7 points and helps with blast doors. Requires Astronaut RIG.
- **Pulse Rifle (19):** Improves your chances in challenges. Add this card to the Action deck.
- **Flamer (20):** Improves your chances in challenges even more. Requires Pulse Rifle in the Action deck.

THREATS

The higher the current level, the more dangerous it is. Levels 10-24 have one Threat, 25-39 have two Threats, and 40+ have three Threats. Before each mission, draw one card per Threat from your current Action deck. The seven different threats are given and described below:

1

QUARANTINE:

Remove Medbays from the Map deck.

2

ALARM: -1 Health as exploring cards with Guard Bots or Security Turrets.

3

GRAVITY FLUCTUATION: Pay two Inventory cards after resolving the Grav Shaft.

4

LIVING TISSUE: *It's covering the walls and floors!* Junctions may have only three adjacent cards.

5

UNSTABLE FLOORS: After the second Wrecked Module has been explored, draw an Action card. On 4+: You take -2 Health as you descend 1 level, and end the mission.

6

CHEM TANKS LEAKAGE:

Subtract 1 from the number on all Action cards you draw (minimum 1).

7

RADIATION HAZARD: -1 Health per each three resolved cards.



STRATEGY TIPS

- Resolve cards in the order that gives you the maximum advantage, e.g., keep Medbays active for later use when you need extra healing.
- The more items in your Inventory, the greater the chance of getting a Detonation from the Loot deck. Wait for the right time to resolve Storage Lockers or deal with Guard Bots.
- Void Beasts may inflict a lot of damage since you may not flee once combat has started. Don't forget, you may use Security Turrets to resolve Void Beast cards.

CREDITS

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Inspired by “Alien”, “System Shock”, “Dead Space”.

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Special thanks to: Roger Mendonca, Andrew Tommo

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