



MISFIT SPACE

CAPTAINS OF TOMORROW

NAME: _____



2 3 3 6 4 1



MISFIT SPACE

CAPTAINS OF TOMORROW

NAME: _____



4 6 1 5 1 2



MISFIT SPACE

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5 3 5 1 2 3



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1 1 6 2 3 6

DICE TRACKER

7+	8+	9+

STORY MODE ACTIONS



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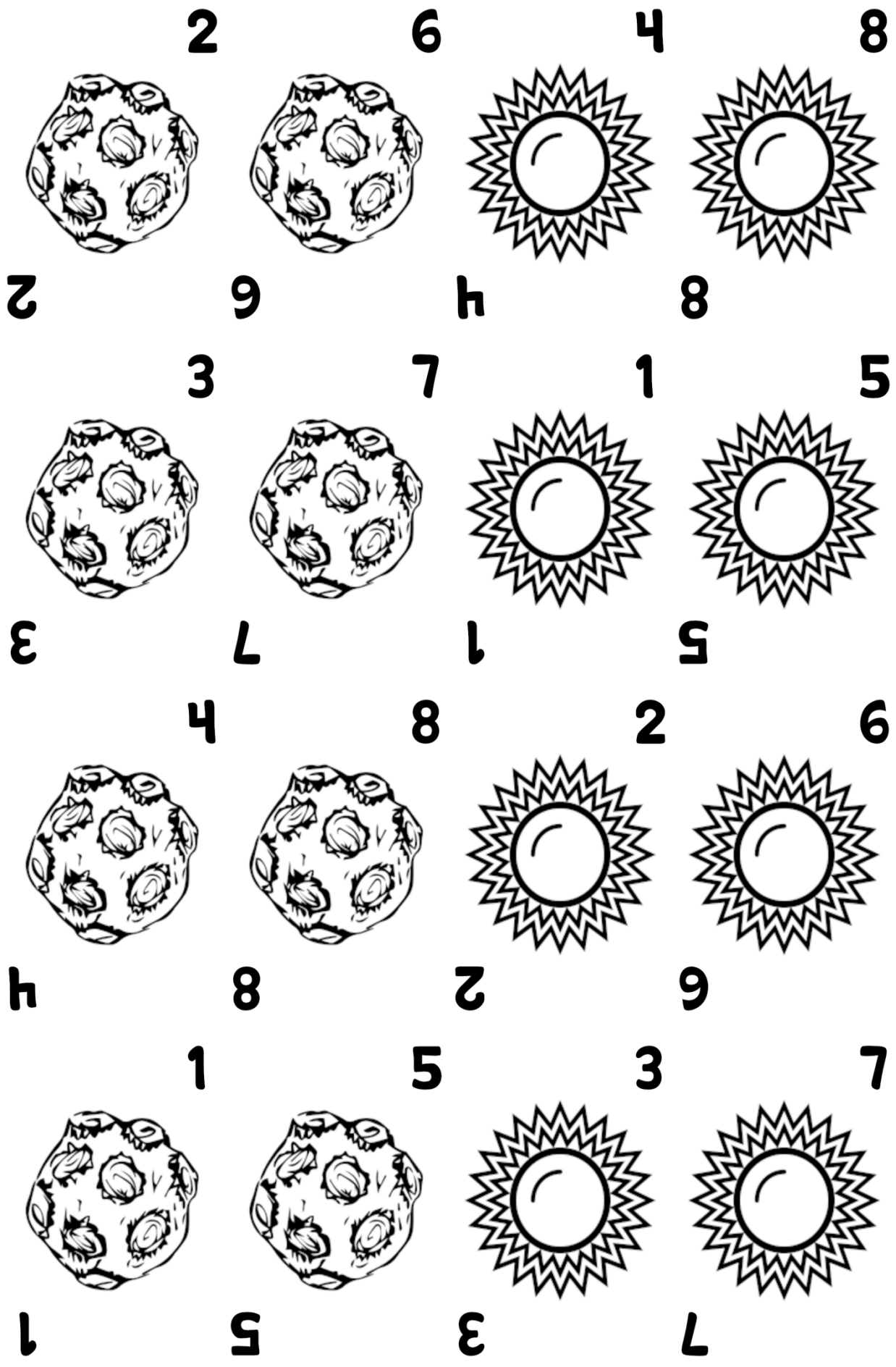
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IFFIX Y SANTAPH PRESENTS
MISFIT SPACE CAPTAINS OF TOMORROW
A ROLL (& WRITE + CARD) PLAYING GAME

30 MIN.

1-4 PLAYERS

AGE 10+

In *Misfit Space Captains of Tomorrow* you arrive at the commercial spacedock, searching to procure work for your incredible ship and one man crew (never mind the mop who copilots). You are approached by an old man and a geeky teenage space farmer. The old man can't tell you much about his *top secret mission*, and the kid is doing his best to persuade him you're the wrong guy for the job. He doesn't want to hear stories about a race you made around some alien moon in who cares how long. So instead, you explain to him why you're the right space captain for the job as only a teenage geek would understand, your D20 attributes. And he needs you to weave a heroic story so he can create your character sheet. But don't worry. If you really are the best space captain for the job, you'll get enough money to pay off Fatso the nefarious crime lord more times than he can count.

Setup: You will need 3 dice, the 17 cards on the previous sheets (or a partial deck of traditional playing cards valued A, 2-8 in 2 suits and the previous sheet), a character sheet for each of 1-4 players, and a pencil for each player.

To begin, roll the 3 dice and place them in a line on the card on the previous page. At this point of the game the positions of specific dice will not matter. However, as the game progresses, you will try to line up attributes such that you have an attribute of 7+, 8+, and 9+. At that time, the positions of the dice will make a big difference in who wins.

Next, give each player a pencil and a character sheet. Shuffle and deal out 3 cards to each player. You are ready to begin.

The player to the left of the dealer starts first. Each player in turn order will choose a card to play. Players must follow the suit of the led card if possible. Ordinarily, the highest card played wins. However, the suit not led each trick is considered the trump

suit. Therefore, if you are unable to follow the led suit, you will "trump in". Then the highest trump card wins.

When you take your first trick, place the card on the table slightly to the left. If you take another trick of this suit, add the trick card to this pile. If the trick is in the other suit, place it to your right.

The player who takes the trick chooses 1 die. Dice are tied to attributes. Therefore, you will only be able to increase the attributes represented by the 3 available dice. While increasing your attributes is always a good thing, some attributes start higher, meaning these become easier to fill objectives with. You may not be interested in taking every trick. After selecting a die, roll it again and replace it in its previous location.

In addition, when you take a trick, cards played by others are returned to the bottom of the deck. Then, all others receive a card, but you will not, meaning your hand is reduced by 1 card if you took the trick.

The trick-taking phase continues this way until 1 player has entirely emptied his hand by taking 3 tricks. Then, this player will receive an attribute bonus equal to the number of tricks taken in the first suit in which a trick was taken. (This will be the cards in your left pile.) This bonus can be applied to the attribute of your choice.

Reshuffle cards, and deal again.

If you choose an attribute represented by 2 or more dice, increase the attribute by the number of occurrences, and reroll all dice with that attribute value.

As you take tricks, your attributes will increase, moving you closer to your goal. The first player to have attribute values matching the objective dice wins the game. This may occur at the end of any die roll, even if you didn't take the most recent trick.

If you have 2 or more dice on the same attribute value, you can accomplish the mission if you have an attribute total equal

to the higher value plus 1 for each occurrence.

SOLITAIRE

Set-up: Reduce the deck to values 1-6 in both suits. Roll dice to set up the dice tracker. Also gather a character sheet and pencil. Shuffle your deck.

Unlike the multiplayer version, the solitaire uses an entirely different form of trick-taking, which actually functions as a sort of memory-based deduction mechanism.

Flip the top card. Decide whether to give the card to the imaginary player to the left, the right, across from you, or keep it for yourself.

Afterward, reveal the next 3 cards one at a time in clockwise order. If the card to the left takes the trick, reroll the left die. If the card across from you takes the trick, reroll the middle die. If the card to the right takes the trick, reroll the right die. If you take the trick, choose an attribute based on one of the available dice to increase. Then reroll that die.

Keep cards that take tricks on the table. Gather other cards in the order they were played and place them beneath the deck. (Because of this, you may remember the order of certain cards in the deck. That is intentional.) The phase ends when you or an imaginary player has collected 3 tricks.

As you take tricks, collect them into two piles based on the suit of the first trick you take. (Similar to competitive rules above.) Afterward, if you are the first to take 3 tricks, you will increase an attribute of your choice based on the number of cards in your leftmost pile.

Your goal will be to acquire the attributes to complete a mission within 5 trick-taking phases (cadet), 4 phases (wingman), or 3 phases (captain). If you haven't done so within 5 phases, you are defeated.

FEATS VARIANT

In this variant, each player who acquires +3 to each of his attributes will gain +1 to any attribute of his choice at the end of each

trick taking phase (in addition to other bonuses.)

Also, if you have 8+ in any attribute, you may reroll that attribute die, increasing an attribute of your choice.

In addition, the following become variable player powers (species names given).



GOLU

After you reroll a die due to taking a trick, you may choose one of the 3 dice. The die must remain in its current slot during the next trick. Its attribute may still be selected by whoever takes the next trick.



ZASTRE

When you take a trick, you may reroll any die before choosing an attribute to increase.



HORNOK

When you take a trick, you may choose the face of the die you replace on the tracker.



ZYTH

All tricks you take are considered to be the same suit for the purpose of bonuses.

STORY MODE

(FEATS DO NOT APPLY IN STORY MODE)

Perhaps you want more from your roll&write gaming experience. In Story Mode, these mechanisms combine to tell a rules-light epic space opera RPG adventure.

In Story Mode, you will become a misfit space crew, working together for the good, bad, or otherwise of the universe.

To begin, save your character sheets from the basic mode.

The story will be one of your own creation. Let's take a look at the icons again.



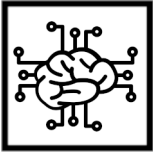
STRENGTH: Your physical power, or ability to lift, throw, push, or otherwise perform physical tasks.



AGILITY: Your ability to move, quickly, precisely, quietly, etc.



CONSTITUTION: Measures your health or stamina, particularly when confronted with peril or life-endangering encounters.



INTELLIGENCE: Your mental capacity to learn, remember, or interact with devices requiring a degree of knowledge.



WISDOM: Your ability to perceive the world around you and solve problems under pressure.



CHARISMA: Your ability to interact with others, befriend them, persuade them, deceive or intimidate them.

In character creation, the core of the basic game, you improved upon these skills by competing with others. But now, you will put these traits to work as part of a team with your fellow players. How?

You will begin by crafting the framework of a story.

1) Introduce your character, imagining how his life has become interconnected with the others. Keep in mind that while the base game took the theme of space captains, it is neither necessary nor recommended for all

players to be space captains. Remember this is your story, so you cannot get this part wrong, so long as it makes sense to you.

2) Discuss an objective you wish to reach together, for example, you have been hired by an alien princess to whom you are loyal to invade an alien base to collect information about the enemy fleet. (Naturally this is just one example.)

3) Here's where you begin. You will briefly describe 1-3 possible means to begin your adventure, rolling dice to place these on the dice boxes above the appropriate attributes of the Story Mode card. At least two means to proceed will provide a backup plan.

4) Deal out the cards 3 per player and play as described in the basic game. However, in this cooperative game, choose when to take tricks to improve your team's chances of success.

Determine your beginning level based on the lowest attribute value of any player. The dice values are added to this level to form a target value. Therefore, only take a trick if you are able to match the target value with your attribute score.

When you take a trick, you will choose the task to resolve, removing the die. You will then tell the next part of the story by describing another task and replacing the die. As per the basic rules, you will not draw back up when taking a trick. If you are unable to resolve the task, you may claim a failure and escalate the situation by sharing a new detail of the story and increasing the value of any die, or rolling and adding a new die. You will not increase an attribute when taking a trick. However, you will increase an attribute when your hand is emptied.

Rather than ending a phase when a player empties his hand, this player will place his cards at the bottom of the deck and draw 3 new cards. Thereafter, the player will continue the story.

ENCOUNTERS

In some cases, should the story lead to it, you will initiate an encounter, an intense point of conflict, perhaps a battle. Here, you will add a constitution die on its 6 side to your Story Mode tracker. As players take tricks, the constitution die is lowered by 1

each time you take a trick. However, if you take a trick and your constitution is lower than the target value, you are *imperiled*. If you later take another trick while imperiled, even if your constitution is now higher than the target value, you are KO'd. This means you will not play cards in tricks until you recover.

If all players are KO'd, you are defeated. If you are able to lower the constitution die below 1, or its target value below the constitution attribute value of all players, the conflict ends.

A SPECIAL NOTE ABOUT DEFEAT

Defeat due to a KO doesn't suddenly lead to the mass execution of your characters. Instead, your characters may awaken in captivity by your enemies, or something else may occur. Perhaps some of your characters need to be awakened by others. Remember, it's your story for the telling.

ENDING THE GAME

The game in story mode ends when the story objective is reached, or at another point when players agree to end the story. You may choose to play another adventure in the story mode at a later occasion.



EXPLOSIVE D6 VARIANT

To heighten the intensity in games where attributes are becoming imbalanced, you may add a single D6 to the resolution of objectives. This will allow players to take on objectives above their attributes, perhaps significantly above. Explosive D6 allows you to reroll 6's, adding 6 to your next roll.

Of course, if your attribute value is already above the target value, you need not roll dice.

When applied to encounters, a player may attempt to roll dice against the constitution die, but if failed, the character is KO'd immediately.

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Bernar Novalyi
Binpodo
Blair Adams
Alex Podolsky
Guilherme Furtado
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Thanks for your support.