

Dark Miss Down

2 players
20 minutes
Ages 7+

The Story

You are an officer of the Dark Miss, a stealthy exploratory vessel in the deepness of space. Your mission is to get the ship back up and running after a very close win in a subsequent battle with an alien ship.

There are various tasks that need to be completed by certain kinds of crew members in specific areas of the ship. Assign crew to finish tasks of varying danger levels to show the captain that you deserve to be first mate.

Game Components

18 cards
Pen and paper

Overview

You'll draft Assets (Crew members from Areas) by taking a card from the Asset Pool or Draw Deck. Or you'll be assigning (discarding) the assets in your hand to complete a Task in the Task list. That completed Task becomes the sole card in your tableau, replacing the previously completed Task and scoring you the difference in danger level from one to the next. A score of 15 triggers endgame and the winner is promoted to first mate.

Set-up

Shuffle cards and lay stack face down to form the Draw Deck.

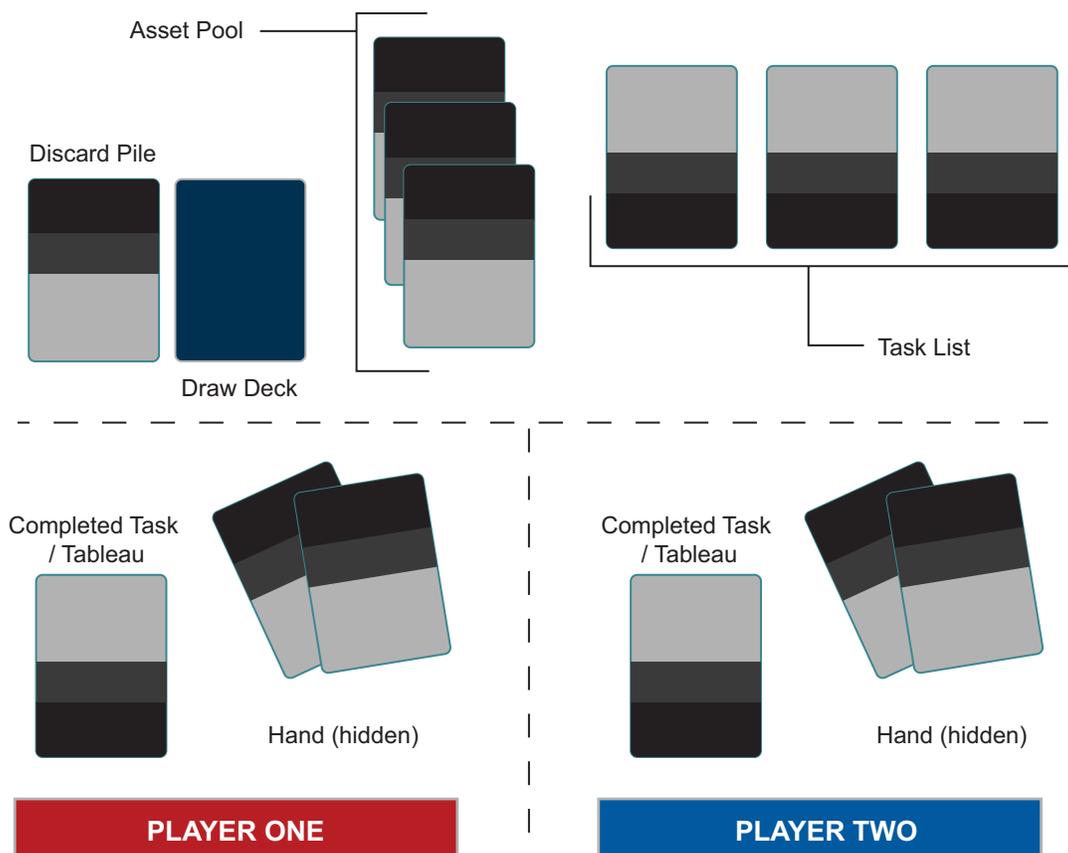
Draw 3 cards and lay face up in a row, each with its Task at the top. This is the Task list, each ready for completion.

Deal 2 cards each to your opponent and yourself. This is your hand.

Always hold the cards in your hand Assets up (Tasks will be upside down.)

Lay out 3 more cards face up in a column with Assets at the top for each. This is your Asset pool.

You do not start with a completed Task in your tableau, but once you've earned one, you'll always have a single completed task as your tableau.



Game play

On your turn you may do **1 of 3** things:

- **You may take one card from the Asset pool or draw deck and into your hand.**
- **You may play any cards from your hand needed to complete one of the Tasks.**
- **You may discard one card from the Task list and replace it with the top card of the draw deck.**

If you take a card from the Asset pool or top of draw deck, you may do no more for your turn. If you've taken a card from the Asset pool, replace it from the draw pile with a new card. If you choose to draw your card from the draw deck, you must take the top card blindly. There is a hand size limit of 6 cards. If you exceed 6 cards, discard down to 6 cards.

If the draw deck empties, shuffle the discard pile to create a new draw deck. If there are no cards in either the draw deck or discard pile, you may only draw from the Asset pool.

If you play cards to complete a Task, each required asset must be represented in the set of cards played. **You may play a matching pair of any one crew member to substitute for one other.** Those matched substitutes however no longer count as their original respective crew type except to fulfill a completed Task bonus.

Each time you complete a Task, check to see if you also meet the bonus criteria on your tableau card (former completed Task.)

Once a Task is completed, the cards played get discarded and the new completed Task card becomes your sole tableau card. Your former completed Task card (tableau) gets replaced by the new one and you **score the danger level number difference as points**. Example: You have a completed Task with a 2 Danger Level. You complete a new Task with a 4 Danger Level. You Score 2 points. Same in the opposite direction. Replacing a 5 with a 1 scores you 4 points.

Check the old completed Task to see if you can collect its Task bonus. Then send the old completed Task card face up to the discard pile. Any cards in hand that you did not play, you may keep in your hand.

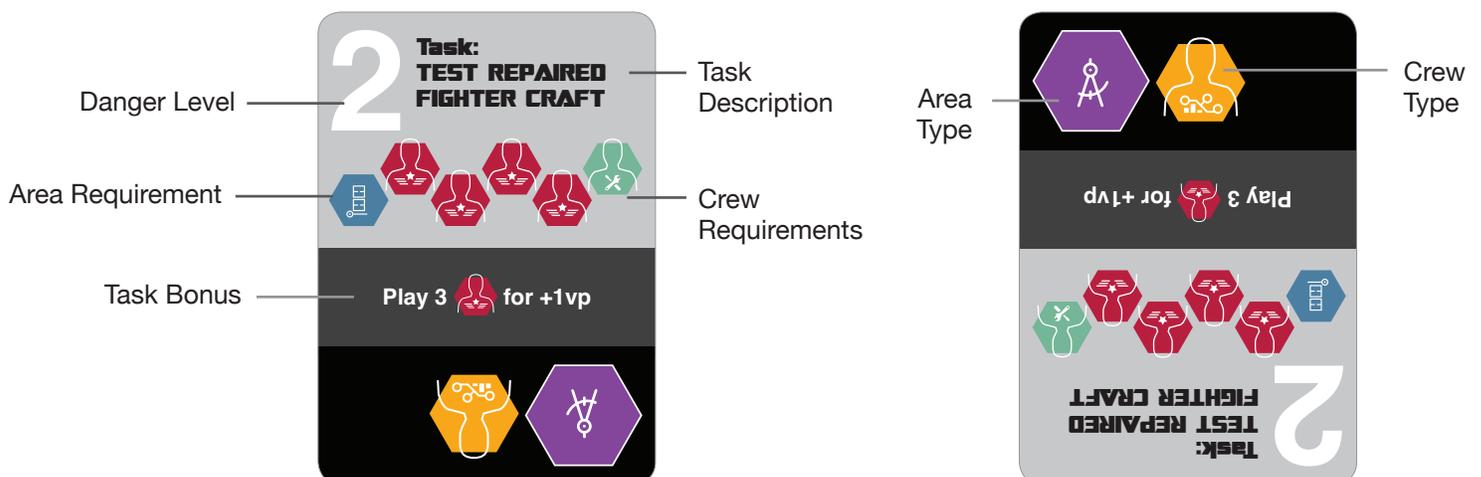
After completing a Task, draw 1 card from the draw deck into your hand and that ends your turn.

If you'd like a better choice of Tasks from the Task list (or if you'd just like to screw with your opponent,) you may spend your turn discarding one Task card from the Task list and replace it with the top card in the draw deck.

How you win

When either player has reached or exceeded 15 points, you'll play one more round after the end of the current round. The highest score wins. In case of a tie, the first person to pretend to push an airlock button, wins. Because you just totally spaced the other officer, you dirty rotten husk of a human being.

Card Anatomy:



Crew & Area Types:



The Flight Crew work primarily in **Navigation and Operations**



The Deck Crew work primarily in **Docking and Cargo**



The Tech Crew work primarily in **Core and Engineering**



Various Crew can found in these 3 Non-essential Areas

Medical / Fitness



Mess Hall



Crew Quarters



Task Bonuses:

A Task Bonus can only be enacted from a completed Task in your tableau during the same turn its being replaced by a new completed Task.

1 Task: ASSIST INJURED OFFICER

Play Majority  for +1vp

1 Task: FIX CRATE LIFT MALFUNCTION

Play Majority  for +1vp

1 Task: CALIBRATE CONTAINMENT

Play Majority  for +1vp

Play Majority (Specified Area) for +1vp

If your cards contain the specified Area more than any of the other Areas you play to complete a Task, you receive an extra point.

Play 3 (Specified Crew Type) for +1vp

If your cards contain 3 of the specified Crew Type when you play them to complete a Task, you receive an extra point.

2 Task: REPAIR CONDUIT LEAK

Play 3  for +1vp

2 Task: REPAIR BURNT CONSOLES

Play 3  for +1vp

2 Task: TEST REPAIRED FIGHTER CRAFT

Play 3  for +1vp

3 Task: FLUSH NAV SYSTEM VIRUS

Play all 3 Crew types for +1vp

3 Task: PATCH EXPOSED ELECTRICAL SYS

Play 4 Areas for +1vp

3 Task: REALIGN LIGHT-DRIVE

Play 4 Areas & 3 Crew types for +2vp

Play all 3 Crew types for +1vp

If your cards contain at least 1 of each of the 3 Crew Types when you play them to complete a Task, you receive an extra point.

Play 4 Areas for +1vp

If your cards contain at least 4 different Areas when you play them to complete a Task, you receive an extra point.

Play 4 Areas & 3 Crew types for +2vp

If your cards contain at least 1 of each of the 3 Crew Types AND at least 4 different Areas when you play them to complete a Task, you receive an extra 2 points.

Play Mess Hall & Crew Quarters for +1vp

Play Crew Quarters & Medical / Fitness for +1vp

Play Medical / Fitness & Mess Hall for +1vp

If your cards contain at least 1 of each of the 2 areas specified when you play them to complete a Task, you receive an extra point.

4 Task: REPAIR EVAC TUBE DAMAGE

Play [Area] & [Area] for +1vp

4 Task: FIX AIR SUPPORT MALFUNCTION

Play [Area] & [Area] for +1vp

4 Task: REPAIR JAMMED DOCKING HATCH

Play [Area] & [Area] for +1vp

5 Task: RESTORE COMLINK SYSTEM

Take +1 [Crew Type] from Asset pool when this is discarded

5 Task: PREVENT SHUTTLE FIRE

Take +1 [Crew Type] from Asset pool when this is discarded

5 Task: PATCH DARK MATTER LEAK

Take +1 [Crew Type] from Asset pool when this is discarded

Take +1 (Specified Crew Type) from Asset pool when this is discarded

Take any one extra card from the Asset pool if it contains the specified Crew Type when you complete a new Task.

Take +1 (Specified Area) from Asset pool when this is discarded

Take any one extra card from the Asset pool if it contains the specified Area when you complete a new Task.

6 Task: PATCH HULL BREACH

Take +1 [Area] from Asset pool when this is discarded

6 Task: PATCH HULL BREACH

Take +1 [Area] from Asset pool when this is discarded

6 Task: SUPPRESS FUEL SPILL FIRE

Take +1 [Crew Type] from Asset pool when this is discarded