

Required Pieces: 1 deck of standard playing cards with Jokers removed, up to 6 six sided dice, character token

Setup: Shuffle deck of cards. Place one card face up with your character token there. Assign name and 10 character points across Dex, Str, Int, Will.

Goal to enter pass tests in 2 ace rooms.

Play: Draw 2 cards place the lower rank card adjacent to your card.

Black cards can connect to other cards on their short ends. Red cards can connect on any end.

When an ace is drawn place it down as the room if there is not an ace already on the board.

Discard the other card and do not move to the ace room. You can not get into the room until you have the key.

The next ace drawn will be an event which if passed will yield the key

Use the room column to determine what is there.

The higher rank card determines the event, compare table to card. After you resolve test draw 2 more card and continue on.

Resolving Tests: The event table shows the skill being tested and a DC. Roll dice equal to your skill being tested - up to 6 dice per test

Each 4 or 5 count as 1 success with a 6 being counted as 2 successes.

Count successes and compare to the DC if you meet or exceed it you pass the test and may gain a skill, clue, or key.

If you fail you will loose some in the skill being tested as shown in the fail column.

Winning: Gain and enter 2 Ace rooms passing their tests. Those tests will be +1DC and all tests increase +1 after the first ace is resolved.

When you pass the test reshuffle finished all finished events into the deck.

Card	Room	Event	Skill	DC	Pass	Fail
2♥	Crew Quarters	Overloaded Vents	I	2	+I	-I
3♥	Mess Hall	Rogue Repair Drone	S	1	+S	-S
4♥	Observation Deck	Electrical Surge	I	2	+I	-I
5♥	Rec Lounge	Toxic Leak	D	1	+D	-D
6♥	Medical Bay	Hidden Cargo Beast	S	2	+S	-S
7♥	Pharmacy Storage	Gravity Shift	I	1	N/A	-I
8♥	Hydroponics	Glitched Hologram	W	1	N/A	-W
9♥	Dorm Bathroom	Stabilizer Flux	D	2	+D	-D
10♥	Lifeboat Access	Combustion Wisps	W	3	Clue	-W
J♥	Medical Lab	Energy Surge	I	2	+I	-I
Q♥	Cafeteria Kitchen	Security Drones	S	2	+S	-S
K♥	Officers' Quarters	Falling Debris	D	3	Clue	-D
A♥	Captain's Suite	Engine Poltergeist	W/D	3	KEY	-2W

Card	Room	Event	Skill	DC	Pass	Fail
2♣	Bridge Access	Severe Pressure Imbalance	D	2	+D	-D
3♣	Security Post	Gravity Stabilizer Overload	I	2	+I	-I
4♣	Brig	Emergency Lockdown	D	3	+D	-D
5♣	Armory	Power Core Surge	I	3	Clue	-I
6♣	Command Hallway	Cryo Leak	S	2	+S	-S
7♣	Communications Array	Exhaust Vent Blockage	W	2	N/A	-W
8♣	Tactical Planning Room	High-Voltage Shock	D	3	+D	-D
9♣	Black Box Vault	Structural Collapse	I	3	+I	-I
10♣	Security Hub	Whispering Voices	W	2	+W	-W
J♣	Bridge Controls	Recurring Hallucination	W	2	N/A	-W
Q♣	Records Office	Living Walls Illusion	I	3	+I	-I
K♣	Council Chamber	Phantom Visions of Crew	W	3	Clue	-W
A♣	Admiral's War Room	Disorientation Field	I/D	4	Key	-2I

Card	Room	Event	Skill	DC	Pass	Fail
2♠	Engineering Ventilation	Specimen Breach	S	2	+S	-S
3♠	Maintenance Deck	Corrupted Log	W	1	+W	-W
4♠	Wiring Conduit	Ancient Sleeper Awakens	S	2	+S	-S
5♠	Waste Disposal	Telepathic Shockwave	W	1	+W	-W
6♠	Cargo Hold	Malfunctioning Implant	I	1	N/A	-I
7♠	Exposed Junction	Toxic Reaction	D	1	N/A	-D
8♠	Workshop Lab	Reality Glitch	W	2	+W	-W
9♠	Gravity Stabilizer	Spore Bloom	D	2	+D	-D
10♠	Fuel Reservoir	Psionic Feedback	I	2	+2D	-I
J♠	Emergency Power Core	Mutation Surge	S	3	Clue	-S
Q♠	Drone Storage	Nanite Swarm	D	3	Clue	-D
K♠	Mechanical Overlook	Minequake	W	3	Clue	-W
A♠	Engine Core	Ancient Device Activates	S/I	3	KEY	-2S

Card	Room	Event	Skill	DC	Pass	Fail
2♦	Bio-Research Lab	Psionic Residue	W	3	+W	-W
3♦	Databank Archive	Reality Warp	I	3	+I	-I
4♦	Stasis Lab	Infected Specimen	S	3	+S	-S
5♦	Alien Holding Pens	Mutant Attack	D	2	Clue	-D
6♦	Cybernetics Lab	Alien Parasite	S	2	Clue	-S
7♦	Chemical Testing	Aggressive Flora	I	2	1 Redraw Event	-I
8♦	Holo Simulation	Hostile Creature Lurking	D	3	+D	-D
9♦	Xenobiology Nursery	Corrosive Bio-matter	S	3	+S	-S
10♦	Neural Interface	Biological Cont. Breach	D	2	+D	-D
J♦	Genetics Vault	Spectral Watcher	W	3	+W	-W
Q♦	Nanotech Forge	Poltergeist Assault	W	3	+W	-W
K♦	Archeotech Vault	Haunted Corridor	I	3	+I	-I
A♦	Psi Lab	Trapped Crew Spirit	S/D	4	Key	-2D