



Kevin Sylves' **EXOSHIP**

1 PLAYER 15 MINUTES AGES 12+

The massive starship La Oruga was designed to carry thousands of people to the distant exoplanet Mariposa, establishing the first human base outside our solar system. This trip will take nearly 200 years to complete, with several generations of crew and passengers being born, living, and dying before arrival.

However, the ship's government, The Directorate, has become increasingly authoritarian and resistant to change—even as it becomes clear that the destination planet is already inhabited with intelligent life. You are the head of Rift, a resistance movement trying to convince enough founders to seize control of the ship and change its destination.

### SETUP

Shuffle the event cards, flipping some at random while you shuffle. Next, shuffle the founder cards, then deal the cards to match the layout shown. Set the remaining cards aside, or hold the stack in your hand.

### THE CARDS

The three columns of the founder grid represent the **elder**, **mid-life**, and **young** generations of founders on the ship. The top row represents the highest rank.

Each side of the founder cards shows their **Directorate** or **Rift** affiliation. Each founder has a unique ability, which is only active when the founder is **Rift**. Each founder also has an influence arrow.

### TERMINOLOGY

**CAPTAIN:** The highest rank elder founder is the captain of La Oruga. If there are no founders in the **elder** generation, then the highest rank **mid-life** founder is the captain.

**DISCARD:** Move a founder card in play to the bottom of the stack, **Directorate** side up. If there are lower rank founder cards below the discarded card, shift them up to fill the gap.

**MOVE:** Move a founder card to the lowest rank position of the indicated generation. If there are lower rank founder cards below the moved card, shift them up to fill the gap.

**REPLACE:** Move the indicated card to the bottom of the stack, **Directorate** side up, then replace it with a card from the top of the stack, maintaining the original card's affiliation.

**SWAY:** Flip a founder card from the **Directorate** affiliation side to **Rift**.

Each round has four phases:

### 1. Move Phase

The move phase is skipped on the first turn.

As the ship continues on its journey, all passengers age.

- Slide La Oruga to the next timeline card.
- Previous **elder** founders die and a new generation is born. Place a new founder in the **young** column, matching affiliation, for each dead founder.
- Discard dead founders.
- If necessary, add young **Directorate** founders until there are a total of six founders in play.

### 2. Event Phase

- Follow the event text on the timeline or planet card at La Oruga's current position.
- If the highest-rank founder of the generation indicated by the event diagram is **Rift**, discard them.

### 3. Action Phase

First, if there are no **Rift** founders, sway the lowest-rank founder in a generation of your choice.

Perform up to two actions (you may repeat the same action):

- Sway a founder.** If a **Rift** founder's influence arrow is pointing at an adjacent **Directorate** founder, flip the **Directorate** card.
- Use a Rift founder's ability.**
- Replace a Rift founder.** Move the founder to the bottom of the stack, **Directorate** side up, then replace them with a card from the top of the stack, **Rift** side up.
- Change course.** If the captain is **Rift**, discard them to flip the destination planet.

### 4. Suspicion Phase

If any **Directorate** influence arrows are pointing at a **Rift** founder, discard those **Rift** founders.

### Game End

Points are assigned to **Rift** founder cards in play based on their rank, as shown.

If, at the end of any turn, **Rift** has **6 or more points worth of founders and the destination planet is Axios**, you win!

If you win before arriving at Axios, gain 1 additional point for each timeline step before arrival.

If La Oruga arrives at Mariposa OR when the ship arrives at Axios, if you have fewer than 6 points worth of **Rift** founders at the end of the turn, you lose.

### The Scale of Success

9+ points	Rift utopia
7-8 points	We are as the tide
6 points	That was too close
5 points	Betrayed at the last moment
0-4 points	<b>Directorate</b> erases <b>Rift</b> from history

### Alternate Play Modes

**Hard Mode.** The **Directorate** has ordered the ship into long term cruise mode. Begin the game with the ship card flipped to the side with the yellow stripes. The Change Course action cannot be taken while this side is face up. You may deploy La Oruga's inner ring and flip the ship card any time there are at least three **Rift** founders in any single row or column. Flipping the ship card does not take an action.

**Origin: Mars.** The construction of La Oruga shifted to Mars orbit when funding from Earth governments fell through. Different security protocols allowed you to slip a **Rift** sleeper agent into the ranks of the founders before launch. Begin the game with the origin planet card Mars side up. This play mode offers variety in how the first **Rift** founder is selected and can be combined with hard mode.

### 5. 1. Move Phase

Each round has four phases:

As the ship continues on its journey, all passengers age.

- > Slide La Oruga to the next timeline card.
- > Previous elder founders die and a new generation is born. Place a new founder in the young column, matching affiliation, for each dead founder.
- > Discard dead founders.
- > If necessary, add young Directorate founders until there are a total of six founders in play.



### 4. TERMINOLOGY

**CAPTAIN:** The highest rank elder founder is the captain of La Oruga. If there are no founders in the **elder** generation, then the highest rank **mid-life** founder is the captain.

**DISCARD:** Move a founder card in play to the bottom of the stack. **Directorate** side up, if there are lower rank founder cards below the discarded card, shift them up to fill the gap.

**MOVE:** Move a founder card to the lowest rank position of the indicated generation. If there are lower rank founder cards below the moved card, shift them up to fill the gap.

**REPLACE:** Move the indicated card to the bottom of the stack, **Directorate** side up, then replace it with a card from the top of the stack, maintaining the original cards' affiliation.

**SWAY:** Flip a founder card from the **Directorate** affiliation side to **Rift**.



### 3. SETUP

Shuffle the event cards, flipping some at random while you shuffle. Next, shuffle the founder cards, then deal the cards to match the layout shown. Set the remaining cards aside, or hold the stack in your hand.

The three columns of the founder grid represent the **elder**, **mid-life**, and **young** generations of founders on the ship. The top row represents the highest rank.

Each side of the founder cards shows their **Directorate** or **Rift** affiliation. Each founder has a unique ability, which is only active when the founder is **Rift**. Each founder also has an influence arrow.



### 2. EXOSHIP

Kevin Sylves'

1 PLAYER  
15 MINUTES  
12+ AGES

The massive starship La Oruga was designed to carry thousands of people to the distant exoplanet Mariposa, establishing the first human base outside our solar system. This trip will take nearly 200 years to complete, with several generations of crew and passengers being born, living, and dying before arrival.

However, the ship's government, The Directorate, has become increasingly authoritarian and resistant to change—even as it becomes clear that the destination planet is already inhabited with intelligent life. You are the head of **Rift**, a resistance movement trying to convince enough founders to seize control of the ship and change its destination.



### 2. Event Phase

- > Follow the event text on the timeline or planet card at La Oruga's current position.
- > If the highest-rank founder of the generation indicated by the event diagram is **Rift**, discard them.



### 3. Action Phase

First, if there are no **Rift** founders, sway the lowest-rank founder in a generation of your choice.

Perform up to two actions (you may repeat the same action):

- > **Sway a founder.** If a **Rift** founder's influence arrow is pointing at an adjacent **Directorate** founder, flip the **Directorate** card.
- > **Use a Rift founder's ability.**
- > **Replace a Rift founder.** Move the founder to the bottom of the stack, **Directorate** side up, then replace them with a card from the top of the stack, **Rift** side up.
- > **Change course.** If the captain is **Rift**, discard them to flip the destination planet.

### 4. Suspicion Phase

If any **Directorate** influence arrows are pointing at a **Rift** founder, discard those **Rift** founders.



### Game End

Points are assigned to **Rift** founder cards in play based on their rank, as shown.

If, at the end of any turn, **Rift** has **6 or more points worth of founders and the destination planet is Axios**, you win!

If you win before arriving at Axios, gain 1 additional point for each timeline step before arrival.

If La Oruga arrives at Mariposa OR when the ship arrives at Axios, if you have fewer than 6 points worth of **Rift** founders at the end of the turn, you lose.



### The Scale of Success

9+ points **Rift** utopia  
7-8 points We are as the tide  
6 points That was too close  
5 points Betrayed at the last moment  
0-4 points **Directorate** erases **Rift** from history

### Alternate Play Modes

**Hard Mode.** The **Directorate** has ordered the ship into long term cruise mode. Begin the game with the ship card flipped to the side with the yellow stripes. The Change Course action cannot be taken while this side is face up. You may deploy La Oruga's inner ring and flip the ship card any time there are at least three **Rift** founders in any single row or column. Flipping the ship card does not take an action.

**Origin: Mars.** The construction of La Oruga shifted to Mars orbit when funding from Earth governments fell through. Different security protocols allowed you to slip a **Rift** sleeper agent into the ranks of the founders before launch. Begin the game with the origin planet card Mars side up. This play mode offers variety in how the first **Rift** founder is selected and can be combined with hard mode.

### EXOSHIP

Kevin Sylves'

