Damage Modifier:
Extremely Vulnerable
Monster takes 200% damage from this type of damage.

Damage Modifier:
Vulnerable
Monster takes 150% damage from this type of damage.

Damage Modifier:
Sensitivity
After monster takes damage from this type of damage, roll a die. If it is even, the monster takes one more point of damage.

Damage Modifier:
No modifier.

Damage Modifier:
Mutagenic
After taking damage from this type of damage, monster loses a randomly-selected Special Power and gains a new Special Power.

Damage Modifier:
Resistant
Monster takes only 50% damage (rounded down) from this type of damage.

Damage Modifier:
Immune
Monster does not take any damage from this type of damage.

Damage Modifier:
Regenerative
Instead of taking damage from this type of damage, put health tokens on the Health deck equal to the damage it would have taken. When you would normally draw a health card, remove a health token instead.

Health Card:
Regeneration
Roll a die. Put that many Health tokens on this card. When the monster would take a point of damage, remove a Health token instead.
Roll; 4 or less: Monster continues combat.

Health Card:
Dying Gasp
If this is one of the first seven Health cards drawn, set it aside, draw a new card, and continue resolving damage dealt to the space monster. When you re done resolving damage, shuffle this card back into the Health deck.
Do not draw any more Health cards. Put a Wound token on this card each time the monster is hit. At the end of each turn, roll a die. If it is less than or equal to the number of Wound tokens on this card, the monster dies.
Roll; 4 or less: Monster continues combat.

Health Card:
Ferocious
Monster gains 1 point of Attack and Defense.
Monster continues combat.

Health Card:
Rage!
Add 3 to the monster's next attack roll.
Monster continues combat.

Health Card:
Fear
Add 3 to the monster's next defense roll.
Monster retreats.

Health Card:
Bloodlust
Roll two dice. The monster gets that many movement points to move toward the character with the least health. Monster retreats unless opponent is the target. If the monster reaches its target this turn, it starts a new combat.

Health Card:
Predator / Prey
Roll two dice. The monster gets that many movement points to move toward the character with the fewest and least damaging weapons. Monster retreats, unless opponent is the target. If the monster reaches its target this turn, it starts a new combat.

Health Card:
Culling The Weak
Roll two dice. The monster gets that many movement points to move toward the character with the lowest Strength. Monster retreats unless opponent is the target. If the monster reaches its target this turn, it starts a new combat.

Health Card:
Adaptation Under Pressure
Monster gains a new Special Power.
Roll; 3 or less: Monster continues combat.

Health Card:
Sudden Transformation
Monster loses all Special Powers and gains as many Special Powers as it started the game with.
Roll; 1 or 2: Monster continues combat.

Health Card:
Engineered To Slay
Monster continues combat.
If this is the top Health card and the monster deals damage, the monster deals triple damage. Move this card to the bottom of the Health card discards if this happens.

Health Card:
Feral Cleverness
Put three Clever chips on this card. If monster is about to lose a combat, remove a Clever chip; Re-roll the character's roll if it is greater than three and re-roll the monster's roll if it is less than four.
Monster retreats.

Health Card:
Flee!
Monster retreats. Move the monster up to 16 spaces, placing it as far as possible from all characters.

Health Card:
Hidden Strength
Roll three dice. Put Health tokens on this card equal to the highest number rolled. When monster would take a point of damage, remove a Health token instead of discarding a Health card.
Roll; 4 or less: Monster continues combat.

Health Card:
Survival Instinct
Look at the next five Health cards. If one of those is Dying Gasp set it aside. Shuffle the other cards drawn into the Health deck. Split the Health deck in half. Shuffle Dying Gasp into one half. Put the other half on top of that half. If it's impossible to obey these steps, just put Dying Gasp on the bottom of the Health deck. Continue play as normal.
Monster retreats.

Health Card:
Hsssssss!
All players other than the player controlling the character involved in this combat should lunge forward and say, "Hsssssss!"
The character must retreat.

Health Card:
Critical Hit!
Monster loses one point from Attack and Defense.
Monster retreats.

Health Card:
Good Aim!
Monster takes one more point of damage that can not be prevented.
Roll; 4 or less: Monster continues combat.

Health Card:
Severe Wound
Move the next two cards in the Health deck to the discard pile. Ignore their effects. If one of them is Dying Gasp, set it aside, discard two more Health cards, then shuffle Dying Gasp back into the Health deck. If this is impossible, the monster retreats and Dying Gasp becomes the active Health Card.
Monster retreats.

Damage Type
Fire

Damage Type
Energy

Damage Type
Kinetic

Damage Type
Bio-chemical

Damage Type
Nuclear

Defense Special Power:

Dynamic Chameleon
Monster gets to roll three dice when defending, taking the most favorable result.

Defense Special Power:

Acidic Blood
If the monster takes damage in close combat, roll a die. Even: Discard any weapon that damaged the monster. Odd: The character wielding the weapon must take a point of biochemical damage or discard an Item.

Attack Special Power:

---

*The Female of the Species
Is Deadlier Than the Male...*
+2 to monster's Attack value.

Move Special Power:

Fast
When the monster rolls to move, roll three dice. Add the highest two. The monster gets that many movement points.

Misc Special Power:

Smart
When this card is revealed, the player controlling the character with lowest starting health may abandon the character and control the monster instead, making all decisions for the monster. If no-one controls the monster, it may roll two additional dice in every combat, taking the most beneficial single die.

Attack Special Power:

Tool-User
If the monster kills a character, it will take the most damaging weapon from that character. If the monster has any weapons at the start of a combat, it will use the weapon that would deal the most damage to itself. Add the weapon's damage to the monster's normal damage. Player-controlled tool-using monsters can make ranged attacks with weapons, but game-controlled ones can not

Attack Special Power:

Strong
Add one point to all close combat damage the monster inflicts.

Attack Special Power:

Carn-evolutionary
Put a Meat token on this card for each point of damage this monster deals in close combat. If this card has three or more Meat tokens on it at the end of a turn, remove three Meat tokens and give the monster another Special Power.

Attack Special Power:

Parasitic

When a character is wounded by the monster, give that character a Parasite chip. At the end of the monster's turn, any character with a Parasite chip takes a point of damage. If a character with a parasite dies, it becomes a monster with Attack & Defense of 4 and Health of 8. These monsters win only if the monster wins. If a character with a Parasite chip is healed by another character, roll a die. Even = Remove all of that character's Parasite chips.

Misc Special Power:

Oozy

The monster may spend 2 movement points to move through a closed door. The door stays closed.
Reduce all damage dealt to the monster by one point after Damage Modifiers are applied.

Defense Special Power:

Crystalline
Reduce all damage dealt to the monster by one point before Damage Modifiers are applied.

Move Special Power:

Cross-Dimensional

The monster does not move normally. Instead, it moves one inch in a straight line for each movement point spent, ignoring physical obstacles and barriers. (The dotted line on the side of this card is one inch long. This card is 2 in x 3 in) The monster can even leave the normal confines of the board, traveling in the space outside the cards that define the board.

Move Special Power:

Psionic

If the monster is within 6 spaces of any characters with Wits lower than its Attack at the start of its turn, the monster makes a free Attack (Attack vs. Wits, roll once for the Monster) on each qualifying character. If the monster wins, it deals 1 point of damage that can not be reduced. Each time the monster loses to a character with a PSI pool, it takes a point of damage.

Attack Special Power:

Quick
The monster rolls two dice when in close combat and three dice in ranged combat, taking the die with the most favorable result.

Defense Special Power:

Barbed Quills
Any character dealing damage to the monster in close combat takes one point of kinetic damage.

Defense Special Power:

Venomous Spittle
If monster wins during ranged combat, the monster gets to inflict 2 biochemical damage on the attacking character. If the monster wins when it is retreating, the character it's retreating from takes 2 biochemical damage.

Attack Special Power:

Better Than Human
If the monster's attack or defense is less than the combat stat of the character it's fighting, then it is equal to one greater than the character's combat stat for the duration of the combat.

Please put a letter on the back of each Special Power card to indicate what type of power it is: Attack (A), Defense (D), Movement (M), or Misc (★).

Room: Reactor Room

At the start of the game, put a Power token on the On space. This indicates that power is on.

If the monster rolls more than one of the same number to move, or moves through this room, move the Power token to Off.

Action: Make a Smarts test with a -3 penalty to switch the reactor from On to Off or vice versa.

On   Off

Room:
MedLab
Power On: +3 to all Healing rolls.
Power Off: +1 to all Healing rolls.
Action: If the MedKit is not in the discards or in play, take the it from the Search deck. Reshuffle the Search deck.

Room:
Galley / Mess
Action: If Food Supplies is not in the discard pile or in play, you may take it from the Search deck and reshuffle the Search deck.

Room:
Control Room
Power On Action: Make a Smarts test to open or close any door, including the Airlock or Cargo Bay *or* cause the Life Pod to depart without an occupant.

Room:
Computer Room
Power On Action: Make a Smarts test with a -*x* penalty to open or close *x* doors.
Power on Action: Make a Smarts test to open or close the Airlock or Cargo Bay.

Room:
Systems Support (Life & Electric)
At the start of the game, roll 2d6. Put that many Air tokens on this room.
Power On Action: if you have not moved at all this turn you may add 1d6 Air tokens to this room.

Room:
Storage
Put a Supplies token on this card at the start of the game.
Action: Make a Smarts test to remove the Supplies token from this room, draw the top 4 cards from the Search deck, take one card, and reshuffle the 3 leftover cards back into the Search deck.

Room:
Airlock
If the Airlock is open, all doors leading to the Airlock can not be opened or bypassed and any actor in or adjacent to the Airlock is dead.

Closed   Open

Room:
Gym / Common Room
Action: Search at +2. If you succeed, and the Equipment Harness is not in play, you find the Equipment Harness.

Room:
Crew Quarters
Action: Search at +2. If you succeed, and the Baseball Bat is not in play, you find the Baseball Bat.

Room:
Crew Quarters
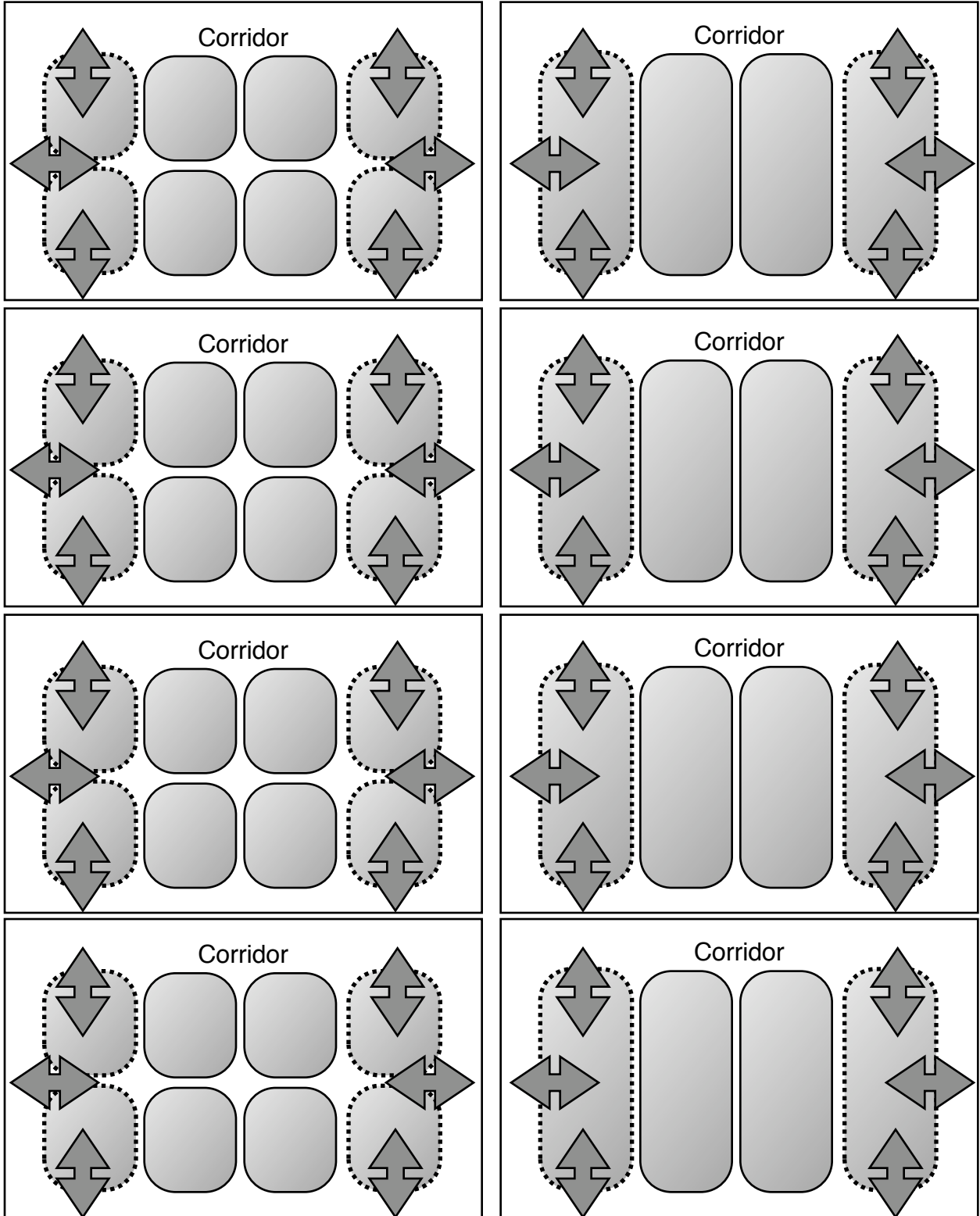Action: Search at +2. If you succeed, and the Pistol is not in play, you find the Pistol.

Room:
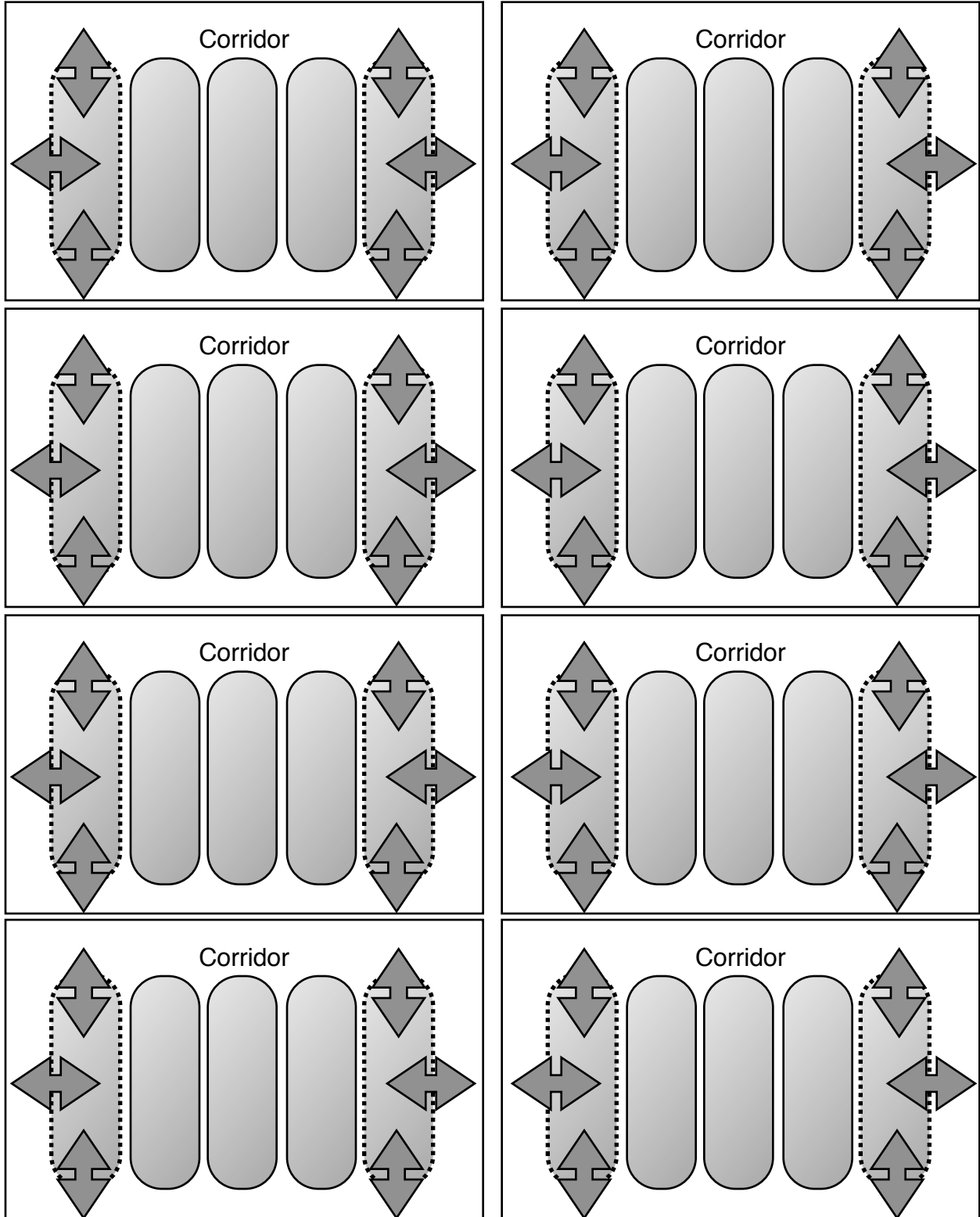Observation Dome
-2 to Wits for all Search rolls.

Room:
Science Lab
Action: If the DNA Sampler is not in the discards or in play, take the DNA Sampler from the Search deck, then reshuffle the Search deck.
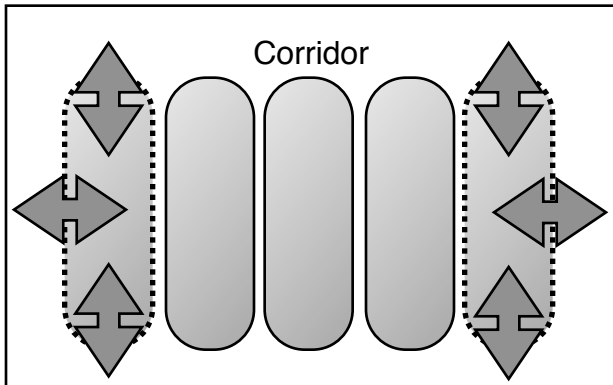
Room:
Cargo Bay
Action: Search at +2. If you succeed, and Improvised Torch or Duct Tape is not in the discards or in play, take one of them from the Search deck, then reshuffle the Search deck.
Optional: Put one Life Pod token on this room at the start of the game.

Room:
Armory / Brig
Successful Search: You may draw three cards from the Search Deck and keep one (shuffle the other two back into the Search deck). If you do, the Item you keep must be a Weapon.

Room:
Communications
Power On Action: If you have not moved at all this turn, pick another player to take a turn right now. That player may not use the Communications Room during this extra turn. When that player's extra turn ends, your turn resumes and immediately ends.

Corridor

Corridor

Corridor

Corridor

Corridor

Corridor

Corridor

Corridor

Corridor

Corridor

Corridor

Corridor

Corridor

Corridor

Corridor

Corridor

Corridor

Corridor

Corridor
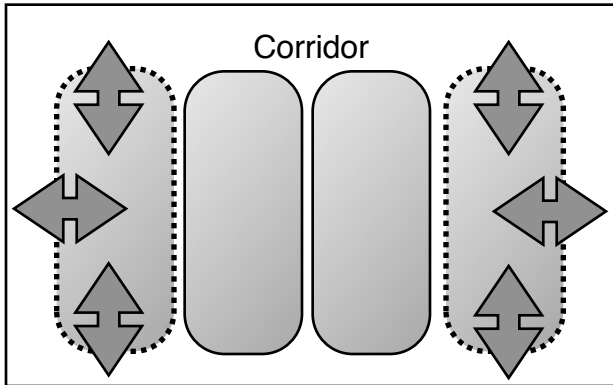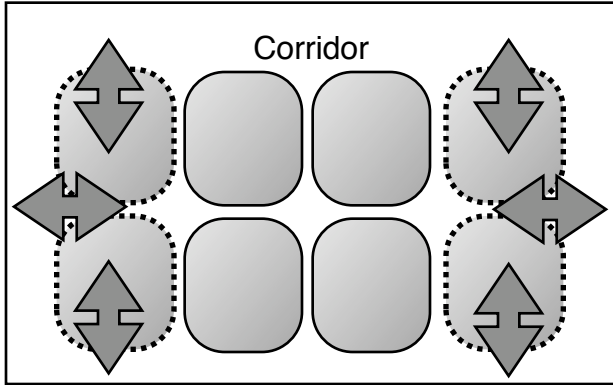
Item:
Fire Weapon
Flamethrower
1d2+1 • Wits • Ranged only
Remove an Air token from Systems
Support when you use the
Flamethrower in combat.

Item:
Fire Weapon
Improvised Torch
1d2 • Strength
Remove an Air token from Systems
Support when you use the Improvised
Torch in combat.

Item:
Energy Weapon
Multiphase Sonic Oscillator
2pD • Wits
When you use this weapon, put a Drain token
on it. Reduce the damage by one point for
every three Drain Tokens on this card. Spend
an Action in the Reactor Room or Armory when
power is on to remove all Drain tokens from this
card.

Item:
Energy Weapon
Laser Pistol
3pD • Wits • Ranged
When you use this weapon, put a Drain token
on it. Reduce the damage by one point for
every two Drain Tokens on this card. Spend an
Action in the Reactor Room or Armory when
power is on to remove all Drain tokens from this
card.

Item:
Kinetic Weapon
Needler • Strength
1pD at Range
1d3 when Close
When you use this weapon, roll a die. If it is
a 6, flip this card face down; you can not use
it. Spend an Action in the Armory, Crew
Quarters, or Storage to flip this card face-up
again.

Item:
Kinetic Weapon
Pistol
2pD • Strength • Ranged
When you use this weapon, roll a die. If it
is a 6, flip this card face down; you can not
use it. Spend an Action in the Armory,
Crew Quarters, or Storage to flip this card
face-up again.

Item:
Biochemical Weapon
Pan-xenogenic Pathogen
2pD • Wits
Damage from this weapon can not be
reduced by Special Powers.

Item:
Biochemical Weapon
DMSO Squirt Gun
1pD • Strength • Ranged
Damage from this weapon can not be
reduced by Special Powers.

Item:
Fire Weapon
Phosphorous Grenades
1d2+1 • Strength • Ranged • +2 to hit
All actors adjacent to the target take 1d3 damage. Remove an Air token from Systems Support when you use the Phosphorous Grenades in combat. When you use this weapon, roll a die. If it is a 6, discard this card.

Item:
Fire Weapon
Oxy-Acetylene Blowtorch
4pD • Strength
Remove two Air tokens from Systems Support when you use the Oxy-Acetylene Blowtorch in combat.

Item:
Energy Weapon
Stun Baton
1pD • Strength

Item:
Energy Weapon
Ionized Air Tazer
1pD • Wits • Ranged

Item:
Kinetic Weapon
Smartgun
3pD • Strength or Wits • Ranged only
Ignore up to 6 points of range penalty.
When you use this weapon, roll a die. If it is a 6, flip this card face down; you can not use it, Spend an Action in the Armory, Crew Quarters, or Storage to flip this card face-up again.

Item:
Kinetic Weapon
Baseball Bat
2pD • Strength

Item:
Biochemical Weapon
Fire Extinguisher
1pD • Wits • +1 to hit
Usable at a range of 1.

Item:
Biochemical Weapon
Nanotech Fungicidal Spray
1d3pD * Wits
Damage from this weapon can not be reduced by Special Powers.

Item:
First Aid Kit
Action: You or any character in your space gains 1, 2, or 3 points of Health.
Action: Make a Wits test. If you succeed, you gain 2, 4, or 6 points of Health.
After you use the First Aid Kit, roll a die. If it is a 6, discard the First Aid Kit.

Item:
Hazard Suit
Protects wearer from all Nuclear and Biochemical damage.

Item:
Portable Terminal
You may use the functions of the Reactor, Computer and Control Rooms as if you were in those rooms.

Item:
Pressurized E.V.O. Suit
Protects wearer from all Fire damage.
Protects wearer from damage or death caused by vacuum, the cold of space, and lack of air. (Ex.: Being in a room connected to an open Airlock and/or Systems Support failure.)

Item:
Equipment Harness
You may carry two additional Items.
The Equipment Harness does not count toward the number of Items you can carry.

Item:
Biochemical Weapon
DNA Sampler
If you wield the DNA Sampler against the monster, use Wits instead of Strength. If you win, randomly pick an unassigned Damage Type token. Draw a Damage Modifier card. Assign that Damage Type to the Damage Modifier card. The monster takes no damage.

Item:
Body Armor
Reduce all Kinetic damage you take by one point after other modifiers are applied.

Item:
Fission Rods
Any weapon wielded in this room counts as nuclear damage instead of its normal damage type.

Item:
Food Supplies
If the monster is about to attack you, you may discard this card to move 1d6 spaces and end the monster's turn.
Action: Discard this card. Gain 2, 4, or 6 points of health.

Item:
Duct Tape
Put three Duct Tape tokens on this card when you reveal it.
You may remove a token from Duct Tape in lieu of discarding an Item.
Discard Duct Tape when it has no Duct Tape tokens on it.

A helpful reminder...

When power is off:

- All searches are at -2 Wits

- Characters need to spend 2 movement points and make a Strength test to open or close a door.

- Effects that require power to be on do not work.

Card Tallies
Damage Mods: 8
Health Cards: 18+1
Special Powers: 17
Rooms: 16
Corridors: 19
Weapons: 16
Items: 10

Total: 105
If 110, then 5 extra.

Space Monster

a cooperative game of action and suspense for two to four players
by Jonathan Leistiko

Story:

There's *something alien* in Deep Space Outpost 233-B, and it's *hungry.* Will you figure out how to neutralize it before it eats you?

Object:

Figure out the space monster's weaknesses and stop it before it eats everyone on the space station – including you!

You Need:

- These rules.
- The Rooms, Corridors, Search, Health, Special Powers, and Damage Modifiers decks.
- The five Damage Type tokens
- At least one six-sided die. Two dice of different colors for each player is ideal.
- A unique pawn for each player and one for the space monster.
- A large totem to save a space at the table for the space monster. We use a plush Cthulhu toy.
- Small items to act as various tokens during the game. Loose change or glass beads work well.
- Pencil and paper for each player.

Setting Up:

Prepare the cards and tokens

Shuffle each deck separately. Set all decks aside, face down, within reach.

Set all tokens where everyone can reach them.

Create the board

Take turns drawing Room or Corridor cards. Lay them out face-up according to the following pattern:
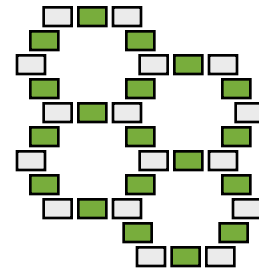
The gray spots are rooms and the green spots are corridors.

The gray double-headed arrows on the corridor cards are doors. Place rooms and corridors so their doors are adjacent. Doors that aren't adjacent to rooms are welded shut and can not be opened.

Your character's statistics

Create a Character Sheet to keep track of your character's statistics. Your character's statistics are: Strength, Wits, Health, and Knack.

Strength

Strength determines how good you are at close combat and doing physical things, like opening jammed doors. It normally ranges from one to six.

Wits

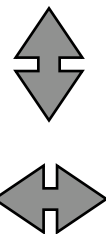Wits measures how perceptive your character is. Characters with a lot of Wits are good at scrounging up equipment, using ranged weapons, and making computers work correctly Wits also normally ranges from one to six.

Health

Health measures how healthy you are. Your Health starts equal to the sum of your Strength and Wits. When you get hurt, you lose points of Health. If your Health reaches zero, your character is dead.

Knack

Your Knack is a special trait that lets your character bend or break the rules of the game.

Creating your Character:

To find out what your Strength, Wits, and Health are, roll two dice. Choose one to be your Strength. The other is your Wits. Their sum is your Health. If your Health is less than seven, you may roll again.

To find out what your Knack is, roll two dice and read them as a two-digit number on the Character Knacks chart at the end of these rules.

Reading dice as a two-digit number – An example:
You have a red die and a white die. You state that you're reading the red die first. You roll for a Knack and get a red 2 and a white 4. Reading the red die first, that's a 24. On the Knacks chart, that's a "one or two", followed by a 4. Your Knack is Ex-Marine.

You may not have the same Knack as another character; one of you must re-roll if this happens. Read your Knack carefully to ensure that you understand how it works. If you don't like the Knack you have, you can roll again, but you're stuck with the second Knack you get.

Make up a name and background for your character.

Character creation example:
You just rolled a 3 and a 5. You put the 5 in Strength and the 3 in Wits. This gives you a Health of 8. Rolling for Knack, you get Ex-Marine (#24). You decide that your character is a former Space Marine who served several tours of duty. Now "Cutter" makes a living as a highly-paid bodyguard/consultant.

Create the space monster
Draw one Special Power card per player, or three cards (whichever is greater). Do not look at the face of these cards. Put the Special Powers face-down near the edge of the board. The back of each Special Power has a letter on it, indicating what type of power it is: Attack (A), Defense (D), Movement (M), or Misc (*). Turn Miscellaneous Special Powers face-up, but leave all others face-down.

Discovering the Monster's Powers:
The first time the monster acts as an attacker, turn the Attack Special Powers face-up. The first time the monster acts as a defender or takes damage, turn the Defense Special Powers face-up. The first time the monster Moves, turn the Movement Special Powers face-up.

Generating the Monster's Stats:
The Monster does not start with Attack or Defense stats. The first time the monster acts as an attacker, roll a die. If it is a 1, the monster's Attack stat is 5. If it is a 2, 3, or 4, the monster's Attack stat is 6. Otherwise, its Attack stat is a 7. The first time the monster defends, roll a die. If it is a 1, its Defense stat is 6. Otherwise, its Defense is equal to the number you rolled. Write the monster's Attack and Defense on a piece of paper. Remember to apply modifications from Special Powers to Attack and Defense when you create them.

Where does the Monster Start?:
Do not place the space monster's token on the board at the start of the game. The space monster's token appears in the space of the second character to roll doubles to move.

Start the game
Put your pawn in the Galley. Select a player to go first. Seat the space monster totem to the right of the first player. Play passes to the left.

Play:

General Rules
In these rules and on the cards, the word, "actor," includes all characters and the space monster.

Discarded cards go face-up into a discard pile. Each type of card has its own discard pile.

If anything would increase your Health beyond its starting value, set it equal to its starting value.

All ties are decided in favor of the space monster. If it's not clear what favors the space monster, decide with a coin flip.

Always round up unless specifically told to do otherwise.

Strength, Wits, and Health Tests
During the game you'll test your statistics (Strength, Wits, or Health). Tests let you know if you successfully accomplish tasks like re-starting the fusion reactor or healing a sucking chest wound.

To test a statistic, roll a die and compare it to the statistic you're testing. If the result is greater than the current rating for your statistic, you have failed the roll; otherwise, you succeed. Apply any modifiers for the test to the statistic you're testing, not the die roll.

Wits Test Example:
You have a 5 for Wits. The reactor is off and you want to re-start it. Turning the reactor on requires a Wits test at -3. You'll need to roll a 2 or less (5-3=2) to succeed.

Contests

Sometimes you'll compete with the space monster or another character. This is called a contest. Combat is the most frequent contest in the game. To compete, roll a die and add the result to your appropriate statistic – your opponent does likewise. The highest total wins the contest.

Contest Example:
The space monster is attacking you with a Psychic attack; a contest of its Attack vs. your Wits. Its Attack and your Wits are both 5. It rolls a 5 for a total of 10 and you roll a 3 for a total of 8. 10 is greater than 8. It wins and deals one point of damage to you.

Moving

Any bordered area on a card is a space. Corridors have 4, 5, or 8 spaces. A card with a name (like "Control Room") is a room.

Card borders are walls. You may not move through walls. Double-headed arrows adjacent to rooms are doorways. If you are in a room or a space adjacent to a doorway, you may use the doorway to pass through the wall that the doorway borders. Doorways do not count as a space.

A doorway with a door token in it is closed. You can not pass through a closed door. Closed doors block adjacency. If the power is on, you can spend two movement points to open or close an adjacent door. If the power is off, spend two movement points to make a Strength test. If you succeed, you may open or close a door.

You may only move to spaces that share a common, non-wall border with the space you are in.

On your turn

Roll 2 dice to move. Choose one. You may move up to that many spaces this turn. Moving through a room in one turn costs two movement points. You may choose to use only part of your movement, or even not move at all. Unused movement vanishes at the end of your turn.

If you attempt to move through a space occupied by the space monster, roll your Wits vs its Attack. If it wins, it deals normal combat damage to you. You may continue moving normally.

If you rolled doubles, put the monster totem on your left. If you're the second player to roll doubles in the game, put the monster's pawn in your space at the end of your turn.

On your turn: Actions

You may take one action before you move, while you're moving, or when you're done moving. The actions you can take are: Search, Rest, Heal, Attack, Fire, and Act. There are also a few special actions.

Search

If you're in a room and the space monster isn't there, you may spend an action to Search the room. Test your Wits. *If the power is off, your test is at -2 Wits.* If you succeed, you may draw a card from the Search deck.

All cards drawn from the Search Deck count as Items. This includes Weapons.

You may carry two Items. If you ever have more than two Items, you must give Items to other characters in your space and adjacent spaces or discard the excess Items.

You may only use Items that have special abilities on your turn. Doing this does not require you to spend an action unless the Item you're using says it does.

Rest

If you're not in the same corridor or room as the space monster, you may spend an action to Rest. Test your Health. If you succeed, gain 1, 2, or 3 points of Health.

Heal

If you're not in the same corridor or room as the space monster and another character is in your room or adjacent to your space, you may spend an action to Heal that character. Test your Wits. If you succeed, one other character in your room or adjacent to your space gains 2, 4, or 6 points of Health.

Attack

If you're in the same room or adjacent to the space another actor is in, you may spend an action to attack that actor. How? Refer to **Combat**, after the space monster's rules section.

Fire

If you're on the same card as an actor *or* if you're adjacent to an open doorway that an actor's card is also adjacent to, you may spend an action to make a ranged attack on that actor. See **Ranged Combat**, after the space monster's rules section.

Act

If something requires you to take an action during your turn, take a generic "Act" action to meet that requirement. You may only take "power on" actions if the power is on and "power off" actions if the power is off.

Special Actions:

There are a few special actions that you can take

Opening the Airlock or Cargo Bay by computer:
If you want to open the Airlock or Cargo Bay to space and one or more doors adjacent to the target room are open, you must test your Wits (in addition to any other rolls you may have to make) to convince the computer to open the target room to the vacuum of space. Your Wits is at -1 for every card (other than the target room) that would de-pressurize if the target room de-pressurized.

Opening the Airlock or entering the Escape Pod manually (from the room itself when the power is off):
You must be in the Airlock to manually open the airlock. You must be in the Cargo Bay to manually gain access to the Escape Pod. Attempting to open the Airlock to space or enter the Escape Pod when the power is off requires a test at -3 Strength.

Once you've moved (or chosen not to move) and taken (or passed) your action, your turn is over.

Play passes to the left.

On the monster's turn:
If the monster is not on the board yet, skip the monster's turn.

If your character was most recently eliminated from the game, you control the space monster. Remember that the instructions on the most recent Health card can override what you want to do.

Move
Roll 3 dice to move, keep the highest.

If the monster rolls more than one of the same number to move, move the Power token in the Reactor Room to Off.

If the monster is uncontrolled, move the monster according to these guidelines, obeying the first one that qualifies:

• Is there a card with only one character on it within 6 spaces? If so, move towards the closest qualifying character.

• Is any character within 6 spaces? If so, move towards the closest one.

• Is there a card with only one character on it? If so, move towards the closest qualifying character.

• Move towards the closest character.

It takes the space monster 3 movement points to open a closed door, regardless of whether the power is on or off.

If the space monster moves through the Reactor Room, move the Power token in the Reactor Room to Off.

If the space monster tries to move through a space or room occupied by a character, that character may make an attack against the monster's Defense. If the character wins, he or she deals normal combat damage to the space monster. The space monster may continue moving normally.

Attack:
If the monster is in the same space as its target, it will attack the character. See **Combat**, below.

Leave
If the monster has points of movement left over after attacking, move the monster as far as possible from all characters, or three spaces - whichever is greater.

If the power is off at the end of the space monster's turn, remove one Air token from Systems Support (Life & Electric). If a token was supposed to be removed, but no tokens were there to remove, all characters take 1 point of damage.

Combat

1) Declare weapons.
Each actor declares what weapon he or she is using. The monster uses everything available to it.

2) Determine the attacker and defender.
If this is the first round of combat, whoever initiated the combat is the attacker. Otherwise, whoever won the most recent round of combat is the attacker.

3) Calculate base combat values.
Usually, you'll use your Strength, but a Knack, Weapon, or Item may allow you to use your Wits as your base combat value. If a weapon or other effect modifies Strength or Wits, figure that in now.

The monster uses its attack value when attacking and its defense value when defending. Remember to include any modifiers from Special Powers or the active Health card.

4) Roll.
Each actor rolls a die and adds it to his, her, or its base combat value.

5) Tally.
The actor with the highest total deals damage to the loser. If the space monster wins, the loser takes 1d3 of kinetic damage. The space monster wins ties (Tied characters deal no damage.).

The first time the space monster is damaged by a specific type of damage (kinetic, fire, etc…), you need to determine how that type of damage affects the space monster. Draw a Damage Modifier card and put the appropriate Damage Token on it. All damage of that type is modified by the rules on that Damage Modifier card.

Draw one card from the Health deck and discard it for every point of damage the space monster takes. If you draw the Dying Gasp card, obey it immediately. When you've drawn cards equal to the amount of damage dealt, the card on the top of the Health discard pile becomes the active Health card. Obey the instructions on the active Health card.

6) Is anyone dead?
If your character is reduced to zero points of Health or fewer, your character is dead. All of your items are dropped (discarded).

If the space monster's active Health card is Dying Gasp and the death condition is met, the space monster dies and the surviving players share a joint victory.

7) Any retreats, or does combat continue?
Check the space monster's active Health card to see if the monster retreats. If there is no active Health card, the monster does not retreat.

If the monster does not retreat, you may choose to retreat.

Retreating is a contest with the monster's Attack or Defense (whichever is higher) vs the character's Wits. If the retreating actor wins, the retreating actor's controller gets to move up to 3 spaces away from the attacker. If the retreating actor loses, the non-retreating actor gets to inflict damage from one attack on the retreating actor and move the retreating actor three spaces away.

If you retreat on your turn, your turn ends.

If neither actor retreats, combat restarts at step 1. The actor who won the last round of combat is the attacker in the next round of combat.

Ranged Combat

To make a ranged attack, you must either be:

a) On the same corridor card and least one space away from your target, or

b) Adjacent to an open doorway that your target is also adjacent to.

...and you must have a ranged weapon.

Ranged Combat phases:

1) Declare weapons.
Each actor declares what ranged weapon (if any) he or she is using. The space monster usually does not have a ranged weapon.

2) Determine the attacker and defender.
Whoever initiated the combat is the attacker (This is almost always a character.).

3) Calculate base combat values.
Usually, you'll use your Wits, but a Knack, Weapon, or Item may allow you to use your Strength as your base combat value. If a weapon modifies Strength or Wits, figure that in now.

The monster uses its attack value when attacking and its defense value when defending. Remember to include any modifiers from Special Powers or the active Health card.

4) Roll and figure range penalty.
Each actor declares if he or she is able to make a ranged attack, then rolls a die and adds it to his, her, or its base combat value. If you're making a ranged attack, subtract 1 from your total for each space between you and your opponent. (An opponent who is directly on the other side of an open doorway is zero spaces away. This is the only time you'll have a modifier of zero; You're not allowed to make ranged attacks on actors in adjacent spaces.)

5) Tally.
The actor with the highest total wins. If you win and you were making a ranged attack, allocate damage. If the space monster wins, the loser probably won't take damage (unless the space monster has Acidic Spittle or is Tool-Using and has a ranged weapon). The space monster wins ties.

The first time the space monster is damaged by a specific type of damage (kinetic, fire, etc…), you need to determine how that type of damage affects the space monster. Draw a Damage Modifier card and put the appropriate Damage Token on it. All damage of that type is modified by the rules on that Damage Modifier card.

Draw one card from the Health deck and discard it for every point of damage that the space monster takes. If you draw the Dying Gasp card, obey it immediately. When you've drawn cards equal to the amount of damage dealt, the card on the top of the Health discard pile is the active Health card. Obey the instructions on the active Health card.

6) Is anyone dead?
If a character is reduced to zero points of Health or less, that character is dead. All items carried by that character are dropped (discarded).

If the space monster's active Health card is Dying Gasp and the death condition is met, the space monster dies and the surviving players share a joint victory.

7) Combat ends.
Unlike close combat, ranged combat ends after one round.

Winning:

If the monster kills the last character, the monster wins. If the monster dies, the surviving players share a joint victory.

Variants:

Radioactive!
The first time the monster takes nuclear damage, draw two Damage Modifier cards and choose the one that will modify nuclear damage for the rest of the game. Discard the other Damage Modifier.

Life Pod
There's a Life Pod with room for one person attached to the Cargo Bay. If the power is on and no one has used the Life Pod yet, any character can spend an action in the Cargo Bay to enter the Life Pod and leave the ship. If the game ends with what would normally be a win for the space monster, the character in the Life Pod wins. If the game ends with a shared player victory, the alien hatchling lurking in the Life Pod ensures that the character in the Life Pod gets his or her bitterly ironic comeuppance (and is not included in the shared victory).

Object Permanence
When you drop an Item or a Weapon, it does not disappear. Instead, set it near the board and put an item marker on it. Put an identical item marker in the space you dropped the item in. Any player in a space with an item marker may take the cards under the corresponding Item marker.

Origin and Credits:

Released as the Game of the Month for December 2008.

Thanks to Ben, Frank, Glenn, Leif, Thomas, and the folks in the game room at ArmadilloCon for play testing.

The primary inspirational game-based sources for Space Monster were: Psycho Killer (a one-vs-many game I collaboratively made with Jeremy Bushnell near the end of 1989), Twisty Passages (a competitive odds-pressure race game I'm still working on), and Betrayal At The House On The Hill.

The primary media sources were Alien, The Thing, and so many other, "it's in here with us," monster scenarios that it's near-impossible to name them all.

Primary design goals:

* Create a cooperative game that has the potential to turn into PvP.

* Accurately simulate the story arc, tropes, and feel of an, "it's in here with us and it's *hungry*," monster movie.

* Have modular components in several categories (the map, character archetypes, monster powers, monster weaknesses and quirks) so every game is different.

* Ensure that the game is challenging to win, but still fun.

Character Knacks

First Digit: One or Two
1) Durable
2) Precognitive
3) Quick
4) Ex-Marine
5) Telekinetic
6) Perceptive

First Digit Three or Four
1) Cyborg
2) Engineer
3) Scientist
4) Medic / Biologist
5) Simulant
6) Genetically Engineered

First Digit: Five or Six
1) Healthy
2) Pyrokinetic
3) Survivor
4) Lucky
5) Chaplain
6) Alien

First Digit: One or two

1) Durable
Reduce all damage you take by one point. If you take damage that would kill you, roll a die. If the result is greater than the amount of damage you took, your Health is at zero, but you may keep playing normally.

2) Precognitive
You may swap your Wits and Strength or increase your Wits by one. You start the game with an empty pool of PSI chips. At the start of your turn, put a chip in in your PSI pool if it has fewer chips in it than your Wits. You may spend a PSI chip at any time to look at the top card of any deck. Once per roll you make, you may spend a PSI chip to modify the roll by one point. You may create "impossible" rolls, like a 0 or a 7 in this fashion.

3) Quick
You may roll three dice when you roll to move. If you do, you may take any one die as normal, you may take two dice and lose a point of Health, or you may take all three dice and lose three points of Health.

4) Ex-Marine
You may swap your Wits and Strength or increase your Strength by one. You may carry two extra Weapons. Any Weapon you wield does an extra point of damage before damage modifiers are applied. When you're in combat, roll 2 dice and choose which one you want to use.

5) Telekinetic
You may swap your Wits and Strength or increase your Wits by one. You start the game with an empty pool of PSI chips. At the start of your turn, put a chip in in your PSI pool if it has fewer chips in it than your Wits. You may spend a PSI chip to add or subtract a point from any roll made to open or close a door adjacent to your room or corridor. You may do the same with any roll made for Combat in your room (except rolls to determine damage).

6) Perceptive
Increase your Wits by one. Roll two dice when you roll to Search. You may take whichever result you want.

First Digit: Three or four

1) Cyborg
Increase your Strength and Wits by one point each. Increase your Health by four. Take the first card from the Search deck and put it in front of you. If the card has discarding as a usage requirement, shuffle it back into the deck and draw a new card. This is your cybernetic implant. It does not count towards your total number of Items you can carry and can never be taken from you or discarded.

2) Engineer
You may swap your Wits and Strength or increase your Wits by one. At the start of the game, go through the Search deck and take the Portable Terminal. You may carry two extra non-Weapon Items. Add three to your Wits for all non-combat, non-Search Wits rolls.

3) Scientist
You may swap your Wits and Strength or increase your Wits by one. You start the game with an empty pool of SCIENCE! chips. At the start of your turn, put a chip in your SCIENCE! pool if it has fewer chips in it than your Wits. You may spend any number of SCIENCE! chips to create a Gadget token. Write the number of SCIENCE! chips you spent on the Gadget token. The Gadget token counts as an Item and may be traded as such. Any actor who has a Gadget token can discard it at the start of his or her turn to roll a die. If the die is less than or equal to the number on the Gadget token, it activates successfully. The Gadget can change the damage type of any weapon for the duration of one combat, add a point of damage to any weapon for the duration of one combat, or emulate the effects of any Item in the discard pile or in play for a turn.

4) Medic/Biologist
You never have to make a test to successfully Rest or Heal. If you do and you succeed, you automatically get the maximum possible benefit. You may take an Action to make a Wits test. If you succeed, you may put a Poison token on a Weapon in your space. When a Weapon with a Poison token inflicts damage, remove the Poison token and treat the weapon's damage as Biochemical instead of its normal type.

5) Simulant
Wait until all other players have their Knacks, then pick 3 unused Knacks (you can not pick Alien). You must obey all instructions given to you by the other players. If you want to disobey a command given to you by another player, make a Wits test. If you succeed, you may do what you want to do, but you gain a Stress token. If you have more Stress tokens than your Wits, they turn into Shutdown tokens. If you have any Shutdown tokens at the start of your turn, you must remove a Shutdown token and pass your turn. You can not take a Rest action unless you are in the Science Lab or the Med Lab.

6) Genetically Engineered
Add one to your Strength or increase it to 6. Add one to your Health or increase it to 6. Adjust your Health accordingly. If this does not increase your Health by more than two points, you may undo the changes and roll for a different Knack.

First Digit: Five or six

1) Healthy
Multiply your Health by two. Gain double Health when you Rest or when someone heals you.

2) Pyrokinetic
You may swap your Wits and Strength or increase your Wits by one. You start the game with an empty pool of PSI chips. At the start of your turn, put a chip in in your PSI pool if it has fewer chips in it than your Wits. You may spend a PSI chip and an action to make a ranged or close attack that deals 1d3 Fire damage if it hits. Remove one Air chip from Systems Support when you make this attack. You may spend a PSI chip to re-roll the damage dealt by any Fire attack in your room or corridor.

3) Survivor
Before the game starts, take the first card from the top of the Search deck. You may carry up to 6 Items. You never take damage when retreating. You can pass through occupied spaces without getting attacked.

4) Lucky
You may start the game with 7 Luck tokens or 2d6 Luck tokens (Pick one before you roll.). Any time an actor (including you) in your room or corridor makes a roll you don't like, you may spend a Luck token to re-roll that roll.

5) Chaplain
Roll dice equal to the number of players plus one. Sum them. You start the game with this many Fortune tokens. You may spend a Fortune token to re-roll a roll any actor (other than you) in your room or corridor just made. If you die, your Fortune tokens disappear.

6) Alien
Roll twice or pick a Knack. If you get this Knack again, you don't get it again – just re-roll.

Additional "expansion" notes not meant for people who aren t me to read, but I m keeping them in anyway:

Possible Roles (Secret goals given out at the start of the game...):

Corporate Man - Keep the monster in the Airlock or Brig (need Bring capture rules) for 2 full, consecutive turns. You must also survive these turns.

Xenophobe - Keep track of the damage you deal to the monster. If you strike the killing blow and dealt at least 8 damage to the monster, you win.

Hero - Save as many people as possible. You win the game if all players live.

Coward - Escape in the pod once the monster has killed at least one player and two or fewer non-monster players are in the game.

Xenophile - Be the last player left alive and have the escape pod unused.

Psychotic - Take damage from the monster, kill at least one other player, then be the last player left alive and kill the monster.

Need at least 4 more to keep it varied and interesting. Could just duplicate each role twice, although that enables Corporate Man and Hero tied game situations... Just dupe the other 4 roles and that's 10 roles. Should have a few roles that don't give special victory conditions, but add another minor special power - perhaps a one-shot effect when revealed: "Adrenaline Rush: Immediately regain all your lost health." "Secret Cache: Take up to two items from the discards." "Holographic Decoy: Instantly move to any room."

Undercover Reporter - You win if you're alive and a normal victory condition (escape pod or monster defeat) is met.

There should only be one of the Corporate Man, Hero, Undercover Reporter, and one-shot Vanilla roles.