



» In the not-too-distant-future, humanity is exploring the stars! You flew your ship, the *Odyssey*, through a strange portal just to see what was on the other side. Now you're stranded here, in Insula, but don't worry! I'm Amele, a Lackerdood from the planet Urvellion, and I'll be your guide. I'll do my best to make sure that you find a place in our Federation of wacky and whimsical sentient species.

Let's Learn How to Play...



» In this learning guide, I'll walk you through part of a Chapter from 1001 Odysseys. You'll get to see what it will be like to be the crew of the *Odyssey*! When playing the game for real, you'll gather a crew of one to four (or more if you don't mind sharing roles!) and set aside 30-60 minutes to play through a Chapter.

» To begin, all the players at the table get together and decide who wants to play which role today. Use the handy list below to help you choose which one is right for you. You can trade roles whenever you want, share roles, or even take on multiple roles if your crew is small.



COMMANDER - GUIDE THE CREW

» A charismatic host, uniter, and true fearless leader, the **COMMANDER** heads the *Odyssey's* adventures. If the crew is divided on a choice, they will look to you to have the final say. It's also your job to keep your crew morale high! Order updates to the ship's equipment, assign Story Book passages to members of your crew, and ensure everyone reads with **FEELING**.



NAVIGATOR - CHART THE STARS

» With a keen eye and calculated precision, the **NAVIGATOR** guides the crew through the many worlds of Insula. Every move the crew makes will be marked by you, every choice captured. You'll reveal new locations, research local coordinates, and scour your precious Maps for hints of what's nearby.



INFORMATION OFFICER - ARCHIVE THE JOURNEY

» If you've got smarts, a good memory, and reasonably neat handwriting, you could be the **INFORMATION OFFICER**. Keep track of everything and everyone your crew has uncovered with your handy Passport. Whenever your crew returns from a break, they'll rely on you to get back up to speed. You'll also hold the wisdom of the Almanac and the Location Guide, vast vaults of alien knowledge, to dispense as you see fit.



OPERATIONS OFFICER - ASSIST THE GALAXY

» Fond of problem solving? The **OPERATIONS OFFICER** devises strategies for achieving the crew's goals and advancing the mission. You'll run the Mission Control Board, unlocking new actions and keeping track of progress you make. And don't forget to keep an eye out for codes that appear on the board! It's up to you to tell the crew that something new has happened with a mission in progress.



» Now that you know the roles, let's play! We'll start at the beginning of Story 4. I'll explain as we go, and once you have a good idea of how to play, you can read the gray boxes by themselves to experience the story.

» **Be warned: Spoilers follow.** This is a demo with actual game content filling the gray text boxes! You won't see everything in Chapter 1, but this is one possible adventure path.



» The **COMMANDER** takes out the Story Book and decides who will read the Story 4 Introduction. At the bottom of the paragraph, there are instructions for specific crew members to follow.



» The **NAVIGATOR** takes out the Brumigum Map and sets it on the table.



» The **INFORMATION OFFICER** takes out the Passport for Story 4, fills in the blank for Chapter 1 on the back with "A Good Mechanic," and adds a new Chapter Sheet.



» The **OPERATIONS OFFICER** has no actions listed yet, so they focus on listening to the story.

Story 4: Blast from the Chloroplast



All is quiet on the *Odyssey* until the ship needs its routine inspection to continue its journey around the Federation. The mechanic at the Lucky Landings Spaceport tells you "It should be an easy process. I don't know why they didn't do it when you first arrived in Insula." But it's not that easy. "Um," says the mechanic. "Your ship is in violation of over fifty environmental regulations. I think I saw thrusters like yours in a museum once." You ask if she could upgrade your ship. "Oh, not me," she says. "You need the Plumplim for this one." She hands you the business card of a Plumplim named Molia Thagdin on Brumigum and slaps a sticker on your ship door. The sticker, she tells you, will alert Federation authorities that your ship is unauthorized for travel to anywhere but Brumigum in order to make the necessary repairs.

Back on board the *Odyssey*, the main viewscreen glows purple and red, displaying the seal of the Federation. This can mean only one thing - an official message from Federation headquarters! The message plays, and a robotic voice shouts:

"NOTICE TO CAPTAIN AND CREW. WE HAVE BEEN INFORMED THAT VEHICLE EMISSIONS TESTING IS OVERDUE FOR THE *ODYSSEY*. TO RENEW REGISTRATION OF THIS VEHICLE, IT MUST COMPLY WITH FEDERATION-MANDATED EMISSIONS REQUIREMENTS."

Oops. There's really no way you can avoid this, is there? The message continues:

"PROCEED DIRECTLY TO NEAREST INSPECTION FACILITY UNDER PENALTY OF LAW. NEAREST FACILITY TO YOUR LOCATION IS," the recording pauses, and a completely different robotic voice completes the sentence, "ON BRUMIGUM."

...To Brumigum it is!

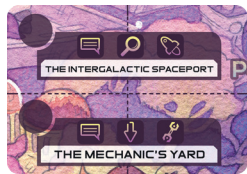
- » **NAV:** Add the Brumigum Map to your play area.
- » **INFO:** Open your Passport to Story 4 Chapter 1.
- » **INFO:** Add Chapter 1: "A Good Mechanic" to your Passport.
- » **COM:** Continue to Chapter 1: A Good Mechanic.



» The **COMMANDER** turns to the first page of Chapter 1, as its introduction will be read next. Before that, they show everyone the cute picture of the Plumplim mechanic. And then, more **updates** for the crew:



» The **NAVIGATOR** takes Card BG-01 out of the stack and turns it over. The illustration on the card fits somewhere on the map!



» The **INFORMATION OFFICER** can use the Location Guide to give additional information about the new places on the Location Card. They also add “Find a mechanic.” to the Passport on the M1 line.

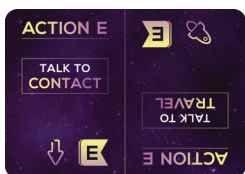
CHAPTER DATA

STORY	CHAPTER	CHAPTER TITLE
4	1	A Good Mechanic

M1
Find a mechanic.



» The **OPERATIONS OFFICER** takes out Mission Card 1 and three Locked cards to place on the first line of the Mission Control Board. They also take out Action Card E and tuck it behind the edge of the Mission Card, so that the edge with the ↓ Contact icon is showing.



Chapter 1: A Good Mechanic

You land in a small village at the edge of Sirrn and call the mechanic on the card. “Sure, I can fit you in tomorrow!” she says. You hear a long, loud crunching of metal from the shop. “Too much to finish tonight. Just come by my shop in the morning, and I’ll help you out.” You park the *Odyssey* next door and settle in for a restful night of natural gravity.

In the morning, you look for the local Department of Multidimensional Vehicles in the Mechanic’s Yard. The shop in front has a bright, friendly sign which says “Pollet Ship Service: Spaceships, Race Ships, and Other Vegetable Vehicles.” You see ships in various states of disarray, along with a large pile of leaves and tubers. All you need to do is find your mechanic, pay her the fee, and wait for her to upgrade your ship.

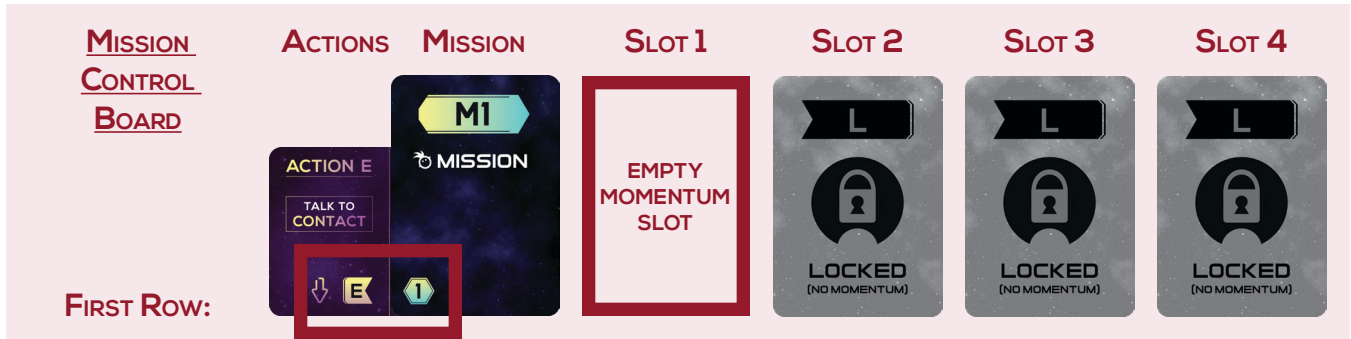
Updates:

- » **NAV:** Add Location Card BG-01 to the Map.
- » **INFO:** Add Mission 1 “Find a mechanic.” to your Passport.
- » **OPS:** Add Mission Card 1 to your Mission Control Board, with Locked Cards in slots 2, 3, and 4.
- » **OPS:** Add Action Card E: Talk ↓ (Contact) to Mission Card 1.




» The **OPERATIONS OFFICER** has the important job of using the Mission Control Board to tell which Actions and Missions are available. In this case, the crew can talk to a Contact they've made, in order to further the "Find a Mechanic" mission, represented by Action Card E (Talk to Contact) being tucked under the Mission 1 card.

» The code for using this Action and Mission together is **E-1**.



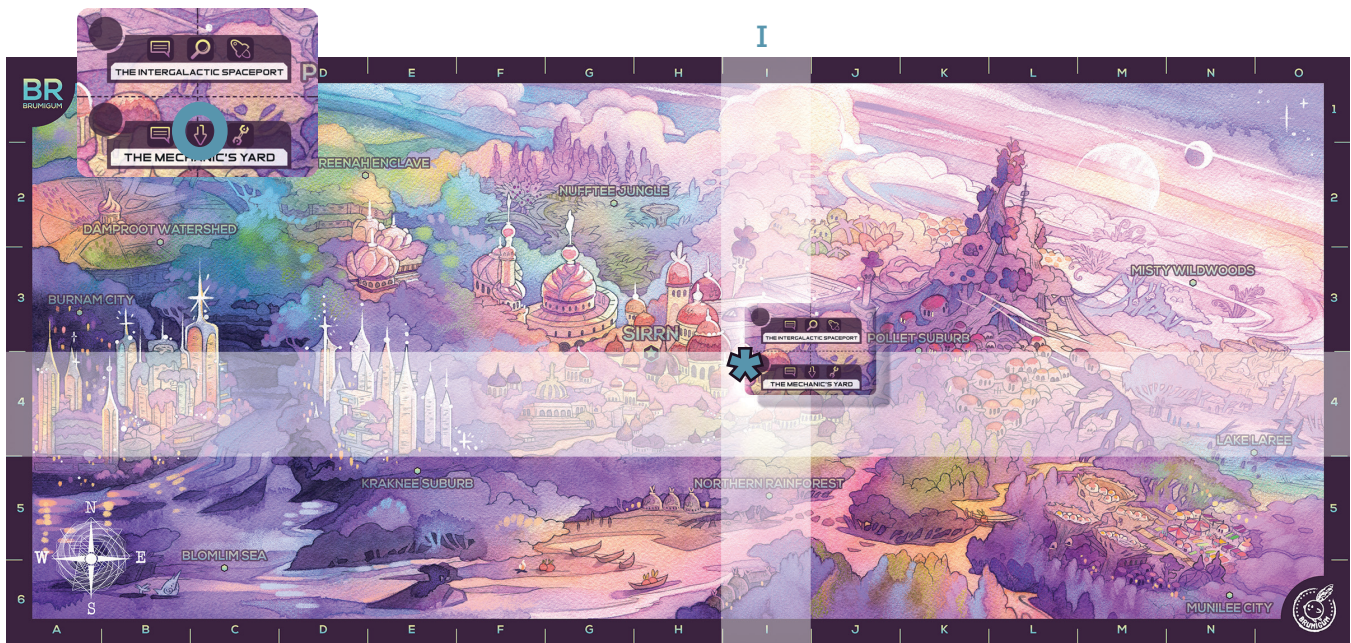
» The **INFORMATION OFFICER** holds the Passport, storing data on what the Missions are, among other progress. They remind everyone that Mission 1 is "Find a mechanic." The **INFORMATION OFFICER** also provides the answers to any questions the players have, like, "What is a Plumlim?" (a friendly radish-like sentient) or "What is at The Mechanic's Yard and what are its coordinates?" (It's at I4, and there are dismantled veggieships there.)



» The **OPERATIONS OFFICER** tells the **NAVIGATOR** to look for the  Contact icon.

» The **NAVIGATOR** has a look at the Map, and determines that the icon only appears on The Mechanic's Yard.

» To determine the coordinates for The Mechanic's Yard, the **NAVIGATOR** will look to see which grid the Location's dot is in. Here we can see that the dot is in **I4**.



» Typically, there will be multiple choices available to the crew. In this case, there is only one: Go to The Mechanic's Yard and talk with a contact about finding a mechanic. There is never any movement cost - if a location is visible on the map, you can go there!

» The **COMMANDER** combines the Action and Mission Code from the **OPERATIONS OFFICER** with the Location Coordinates from the **NAVIGATOR**. In this case, the **COMMANDER** will turn in the Story Book to **E-1-I4**.



» The **COMMANDER** finds E-1-I4 in the Story Book and reads with feeling! The headers are arranged in alphabetical order within the Chapter.



» The **OPERATIONS OFFICER** takes out an Observation Momentum card and places it in Slot 1 next to Mission 1 on the Mission Control Board.



» And that's the end of one crew action. So what happens now? Let's see if there is a mission update for us.



» The **OPERATIONS OFFICER** sees that one row on the Mission Control Board is completely full. Any time a row becomes full, it's time to give a Mission Code to the **COMMANDER**. The crew will then learn what progress they have made on their mission!

» The **OPERATIONS OFFICER** reads across the tops of the cards in the row. In this case, it's **M1-O-L-L-L**.



Last night, the Mechanic's Yard bustled with the whirring and sawing of Plumplim tools. Now, every screwdriver and wrench sits motionless. No one has even switched on the workshop lights yet! A violet Plumplim wearing a pink bandana dozes on a patch of moss next to the shop. Her name-tag says she is "Molia Thagdin." She must be your mechanic! You gently shake her arm to wake her up, but she only looks up for a moment with her eyes still half-shut. "Not now, Grandpa," she murmurs. "I'm late for my biology test." She nods off again, gurgling through drool. You knew the Plumplim enjoyed their leisure time, but not this much! You wonder why a highly recommended technician would fall asleep on the job.

Update:

» **OPS:** Set Mission 1: Slot 1 to **Observation.**

MISSION CONTROL BOARD

ACTIONS MISSION SLOT 1 SLOT 2 SLOT 3 SLOT 4

FIRST ROW:						



» The **COMMANDER** turns to M1-O-L-L-L. It tells them to continue to X-111, another paragraph further on in the book.



» As you can see, there are many different outcomes possible. Different choices will result in different momentum cards, and thus, different mission resolution codes!

Continue to **X-316**

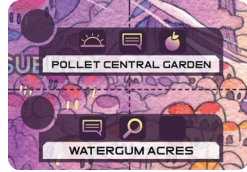
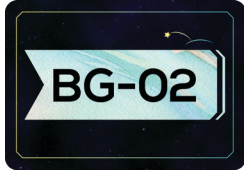
Continue to **X-111**



» The **COMMANDER** continues to X-111, assigning a reader, as is their command prerogative.



» The **NAVIGATOR** takes Card BG-02 out of the stack and turns it over so they can fit it into place on the Map.



» The **INFORMATION OFFICER** uses the Location Guide and shares details about Watergum Acres and Pollet Central Garden, helping out with coordinates if needed.



» The **OPERATIONS OFFICER** is busy this turn! For the first time, they will be removing cards from the Mission Control Board. These cards can go back into the general supply to be used later.

X-111

Your mechanic who was supposed to upgrade the *Odyssey* has fallen asleep and won't wake up. Maybe someone around here can recommend a replacement. If you can't find a mechanic near the spaceport, perhaps someone near the busy town center of Pollet or the residences of Watergum Acres can recommend one.

Updates:

- » **NAV:** Add Location Card BG-02 to the Map.
- » **OPS:** Remove Action Card E: Talk from Mission Card 1.
- » **OPS:** Add Action Card B: Talk (Passerby) to Mission 1.
- » **OPS:** Remove the Locked Card from Mission 1: Slot 2.

MISSION CONTROL BOARD

ACTIONS	MISSION	SLOT 1	SLOT 2	SLOT 3	SLOT 4

FIRST ROW:



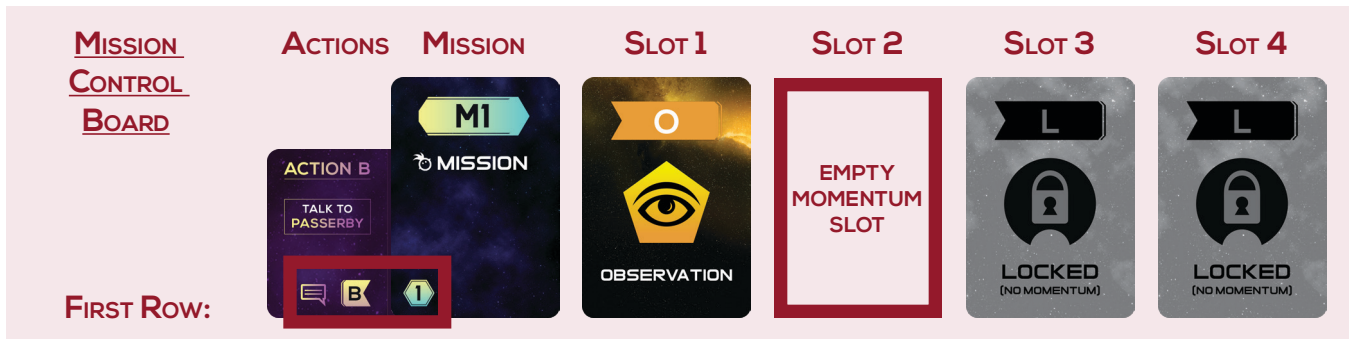
» The **OPERATIONS OFFICER** also takes out Action Card B and adds it to Mission Card 1 with the Talk to Passerby edge showing. This means that our crew can advance the mission by talking to anyone in the area.



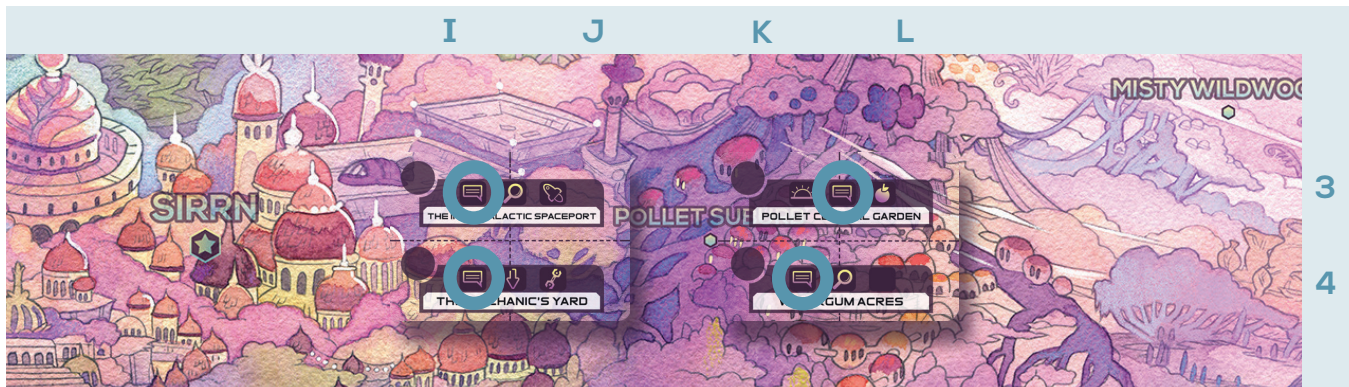
» Now our intrepid crew needs to make choices about what happens next! Determining what options are available and deciding what to do requires input from everyone in the crew. Let's see how it works!



- » The **OPERATIONS OFFICER** examines the Mission Control board and sees that you can Talk about Mission 1 anywhere there is a Passerby icon.
- » The code for using this Action and Mission together is **B-1**.



- » The **NAVIGATOR** notices that there are four different locations on the Map that have the Passerby icon!



- » The **INFORMATION OFFICER** uses the Location Guide and can inform everyone about The Intergalactic Spaceport, The Mechanic's Yard, Pollet Central Garden, and Watergum Acres. They also remind everyone that Mission 1 is "Find a mechanic." The *Odyssey* isn't going to fix itself!



- » As the crew discusses their options, the **COMMANDER** makes sure everyone gets to weigh in. If players can't agree, the **COMMANDER** can call for a vote. If there's a tie vote, the **COMMANDER's** vote breaks the tie.



- » In this situation, the crew has four options:
 - A. Talk to a passerby about finding a mechanic at The Intergalactic Spaceport. **B-1-I3**
 - B. Talk to a passerby about finding a mechanic at The Mechanic's Yard. **B-1-I4**
 - C. Talk to a passerby about finding a mechanic at The Pollet Central Garden. **B-1-K3**
 - D. Talk to a passerby about finding a mechanic at Watergum Acres. **B-1-K4**

» After some enthusiastic debate, our example crew decides to go to The Mechanic's Yard. The **OPERATIONS OFFICER** reports that the Mission Control Code is **B-1**. The **NAVIGATOR** relays that the coordinates of The Mechanic's Yard are **I4**.



» The **COMMANDER** looks up **B-1-I4** in the Story Book and picks someone to read. The chosen crew member reads with feeling!



» Right away, the **NAVIGATOR** has a job to do. They place a **(W)** (White) DISC (Decision Information Storage Chip) on the current location. DISCs record information about what has happened during the story.



» The **INFORMATION OFFICER** looks up Elemens in the Almanac and sees a picture of four-legged lizard people with some other facts and tidbits.

» At the end of the reading, the **INFORMATION OFFICER** gets to add Item A to the Story 4 Passport! This item will stay with the crew, available any time they play Story 4.

The screenshot shows the Story 4 Passport interface. On the left, there are two columns of lettered slots (A-T) for ITEMS and CONTACTS. The ITEMS section has 'A Work Order' in slot A. The CONTACTS section has 'U' in slot U. On the right, the CHAPTER DATA section shows '4' in the STORY slot and '1' in the CHAPTER slot, with the title 'A Good Mechanic'. Below this are six mission slots (M1-M6), with M1 containing the text 'Find a mechanic.'.

B 1 I4 → **The Mechanic's Yard**

» **NAV: Add (W)** (White DISC).

Two young Elemens lean over the service counter. “Meeno and Minnow, at your service!” they say. You ask them for a mechanic who can certify your ship according to the Federation Environmental Statute 4E1950. “Ohhh,” says Meeno, “You’re Humans? I can’t believe you came here all the way from Humania!”

“Wow, your ship is ancient!” Minnow adds, “I bet it doesn’t even have an in-flight cold-pressed juice bar!” oblivious to your protests that the *Odyssey* is, in fact, a state-of-the-art vessel back on Earth. The two Elemens strike a pose, clearly intended to instill confidence and awe. “We can fix your ship,” they say, “Minnow and Meeno, apprentice mechanics, off we go!” They hand you an official-looking leaf, and head off to begin work.

You overhear their conversation as they walk into the far backrooms of the shop. “Hey Minnow, you know how Molia keeps saying only the Plumplim mechanics can work on emissions repairs?” Meeno asks as she starts grabbing tools. “I know,” says Minnow. “It will be so fun to prove how far we’ve come!”

Updates:

» **INFO:** Add Item A: “Work Order” to your Passport.

» **OPS:** Set Mission 1: Slot 2 to **Insula**.



» The **OPERATIONS OFFICER** takes out an Insula Momentum Card and places it in Slot 2 of Mission 1. And once again, the whole row is complete! It’s time for an update on Mission 1, so the **OPERATIONS OFFICER** tells the **COMMANDER** to look up code **M1-O-I-L-L**.

The screenshot shows the Mission Control Board. The first row consists of seven slots: ACTIONS, MISSION, SLOT 1, SLOT 2, SLOT 3, and SLOT 4. The ACTIONS slot contains an 'ACTION B' card with 'TALK TO PASSERBY' and a 'B' icon. The MISSION slot contains a 'MISSION' card with a '1' icon. The SLOT 1 slot contains an 'M1' card. The SLOT 2 slot contains an 'O' card. The SLOT 3 slot contains an 'I' card. The SLOT 4 slot contains an 'L' card. The SLOT 3 and SLOT 4 slots are marked as 'LOCKED (NO MOMENTUM)'. The 'O', 'I', and 'L' cards are highlighted with a red box.



» The **COMMANDER** looks up **M1-O-I-L-L** in the Story Book and then continues to **X-313**. Or maybe they pass the Book to someone else to read.

M1 O I L L

Continue to **X-313**



» The **COMMANDER** or their designated reader continues to read X-313 with feeling!



» A new mission! The **INFORMATION OFFICER** adds it to the Chapter Sheet in the Passport.

X-313

Those apprentice mechanics were certainly confident in themselves, but you should probably find a Plumplim mechanic who can review their work. If you find an awake Plumplim, maybe they can explain why Molia is sleeping.

Updates:

- » **OPS:** Remove Action Card B: Talk from Mission Card 1.
- » **INFO:** Add Mission 2: “Learn about sleeping Plumplim.” to your passport.
- » **OPS:** Add Mission Card 2 to your Mission Control Board, with Locked Cards in slot 3, and 4.
- » **OPS:** Add Action Card A: Look (Details) to Mission 2.
- » **OPS:** Add Action Card B: Talk (Passerby) to Mission 2.

CHAPTER DATA

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STORY	CHAPTER	CHAPTER TITLE
4	1	A Good Mechanic

M1

Find a mechanic.

M2

Learn about sleeping Plumplim.



» The **OPERATIONS OFFICER** updates the Mission Control Board with the new mission, too. First, they'll add Mission Card 2 in its own row with Locked Cards in slots 3 and 4. And then they'll add both Action Card A and Action Card B. (Don't forget to Remove Action Card B from Mission 1!) Once they're finished, the Mission Control board will look like this:



<u>MISSION CONTROL BOARD</u>	ACTIONS	MISSION	SLOT 1	SLOT 2	SLOT 3	SLOT 4
FIRST ROW:	X					
SECOND ROW:			EMPTY MOMENTUM SLOT	EMPTY MOMENTUM SLOT		

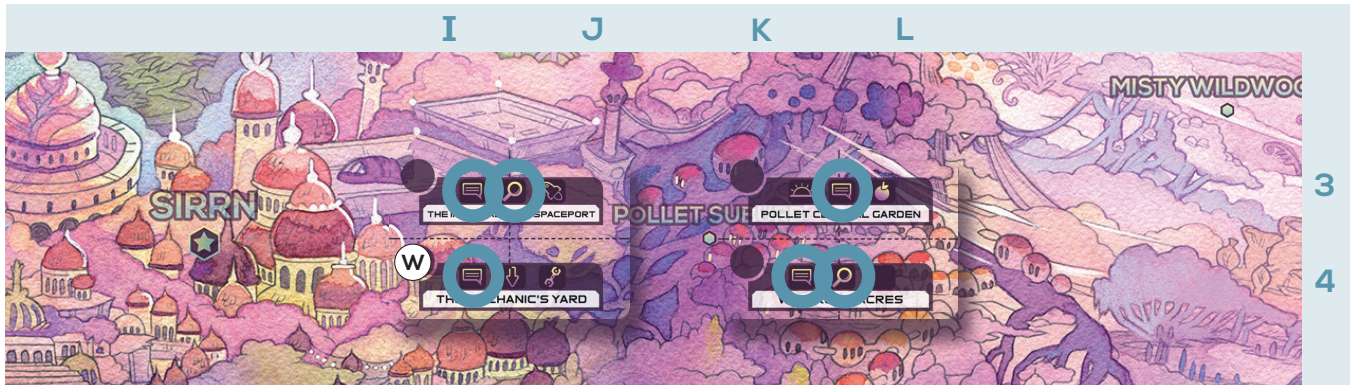


» When there are two Action Cards on a Mission, you can choose either one. You'll be able to use Action A at any location with the Details icon -or- Action B at any location with the Passerby icon. The Navigator can tell us which locations have those icons, just like before.

» Mission 1 has no Action Cards, because the focus has shifted to the sleepy mystery. It's always possible for that to change in the future, though! You never know where new leads might take you.



» The **NAVIGATOR** notices that there are four different locations on the Map that have the Passerby  icon and two locations that have the Details  icon.



» This time, the crew has six options. Don't forget, visiting a place and talking about Mission 2 will have a different result than talking about Mission 1 would have had earlier. Here are all the current options:

- | | |
|--|---------------|
| A. Look at details to learn about sleeping Plumplim at The Intergalactic Spaceport. | A-2-I3 |
| B. Look at details to learn about sleeping Plumplim at Watergum Acres. | A-2-K4 |
| C. Talk to a passerby to learn about sleeping Plumplim at The Intergalactic Spaceport. | B-2-I3 |
| D. Talk to a passerby to learn about sleeping Plumplim at The Mechanic's Yard. | B-2-I4 |
| E. Talk to a passerby to learn about sleeping Plumplim at The Pollet Central Garden. | B-2-K3 |
| F. Talk to a passerby to learn about sleeping Plumplim at Watergum Acres. | B-2-K4 |



» That's a lot to choose from! In the full game, all of these choices are available. Who knows what else you might discover when you make your own choices?

» For our demo, the crew is going to have a little debate about this one, and I'll take you through the story they discover in Mission 2. You've encountered almost all of the gameplay mechanics by now, so I won't bore you with things that we've gone over before. Our demo crew chooses **B-2-K3**, 'Talk to a passerby to learn about sleeping Plumplim at The Pollet Central Garden'.



» The **COMMANDER** reads B-2-K3, and turns to their competent crew to determine where to turn next.



» The **NAVIGATOR** consults the Map to see if there are any DISCs at this location. There aren't any, so the **COMMANDER** can continue reading at X-126.



Continue:

- No DISC at this location: **X-126**
- If **(W)** (White DISC) - Remember: **X-126**
- If **(R)** (Red DISC) - Continue: **X-226**
- If **(U)** (Blue DISC) - Continue: **X-226**



» It's the DISCs again! A DISC is a small marker that is placed on a location to create a record of an event or a change in the story. They wait on the Map. When our crew visits a location that has a DISC on it, they follow the instructions in the Story Book, and the story continues where they left off before! In this case, a **(R)** (Red) DISC or a **(U)** (Blue) DISC would send our crew to X-226 instead of X-126.



» The **COMMANDER** continues at X-126, with feeling!



» The **NAVIGATOR** adds a **(W)** (White) DISC at this location, and they also add Location Card BG-04 to the Map.



» The **INFORMATION OFFICER** uses the Location Guide and explains what the crew can expect at The Botanical Recovery Center and the Research Greenhouses.



» Have you noticed that our crew has not discovered Location Card BG-03 yet? That's fine! It's perfectly normal to skip Location Cards, or Chapters, or Items, or anything really. Let's take a look at the status of the Map and the Mission Control Board so our crew can decide what to do next! What are their options?

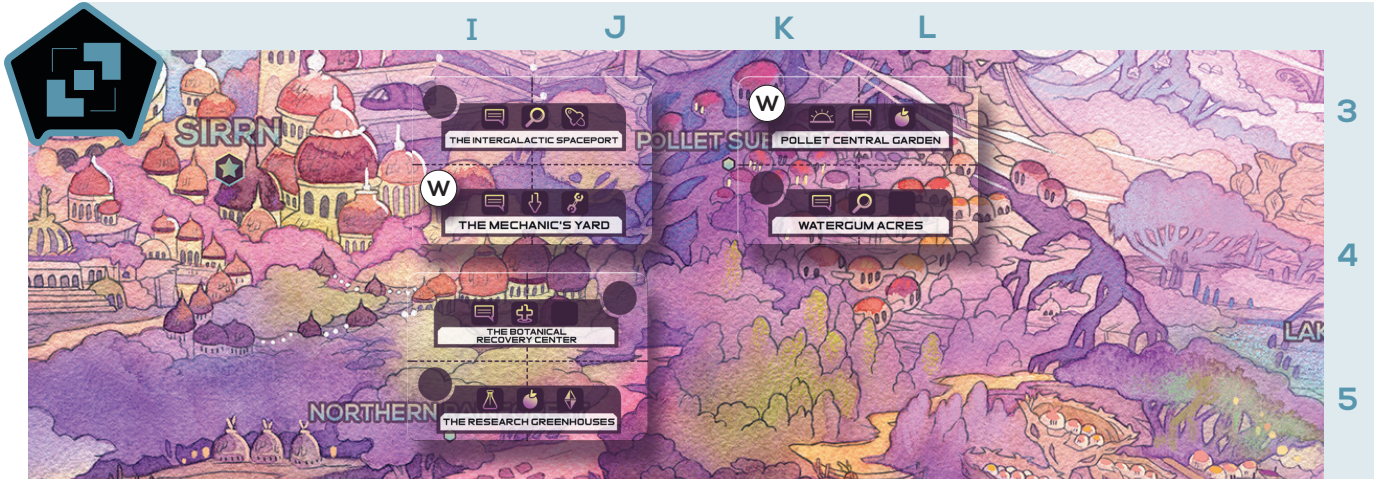
X-126

» **NAV: Add (W)** (White DISC).

You see a tall, reed-thin Mindweaver strolling through the hedge maze. Before you can ask her if she has seen any Plumplim, she peers over the wall and says "Well, I think you look bizarre, too. I can hear your thoughts, you know. They are so loud." Before you can protest, she continues, scrutinizing you as if she had spotted an interesting caterpillar. "I've never seen Humans before up close. You're much shorter than I thought, although being so sturdy must have its uses, I suppose. And, no, I haven't seen any Plumplim up and about this morning. It's been very serene and quiet. Perhaps they've been feeling unwell and have gone to the Recovery Center. Just over there," she points.

Update:

» **NAV: Add Location Card BG-04 to the Map.**



ACTIONS

MISSION

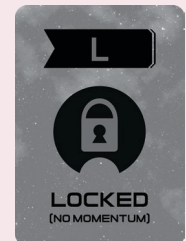
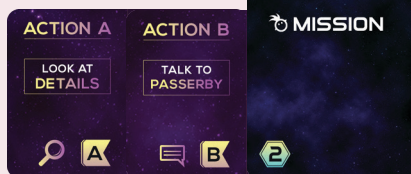
SLOT 1

SLOT 2

SLOT 3

SLOT 4

SECOND ROW:



» Once again, the crew has six options. Let's take a look. There is one brand-new choice this turn:

A. Talk to a passerby to learn about sleeping Plumplim at The Botanical Recovery Center. **B-2-J4**

» They also have choices from before:

B. Look at details to learn about sleeping Plumplim at The Intergalactic Spaceport. **A-2-I3**

C. Look at details to learn about sleeping Plumplim at Watergum Acres. **A-2-K4**

D. Talk to a passerby to learn about sleeping Plumplim at The Intergalactic Spaceport. **B-2-I3**

E. Talk to a passerby to learn about sleeping Plumplim at The Mechanic's Yard. **B-2-I4**

F. Talk to a passerby to learn about sleeping Plumplim at Watergum Acres. **B-2-K4**

» They just talked to a passerby to learn about sleeping Plumplim at The Pollet Central Garden, (**B-2-K3**) so they won't do it again.



» As usual, the **COMMANDER** starts to discuss what to do next. The **NAVIGATOR** thinks that the Watergum Acres look interesting, and the **OPERATIONS OFFICER** wants to try looking at details there. The **INFORMATION OFFICER** is adamant that The Botanical Recover Center will know a lot about the health of the Plumplim, and the **COMMANDER** agrees. This would be a tie, but the **COMMANDER's** vote breaks the tie, so our crew is going to read **B-2-J4**.



» The **COMMANDER** reads **B-2-J4**, with feeling! Well, as much feeling as they can muster for a doctor's reception desk.



» Now the crew finds a choice in the middle of their adventure! They want to ring the bellflower repeatedly, because it's so hard to resist!



» The **NAVIGATOR** adds a **U** (Blue) **DISC** at this location. The next paragraph reminds them to make sure that it's there. No need to add more than one!



» The **COMMANDER** turns to **X-125** and reads. Poor Timothy!



» The **OPERATIONS OFFICER** pulls out the **General Momentum Card**. Mission 2: Slot 1 is Empty, so that's where it goes. They can ignore the part that says Otherwise.



You find a card on the reception desk. It reads "For emergencies, please ring bellflower repeatedly. For non-emergency symptoms, contact your primary care botanist."

Choose:

- Add **U** (Blue **DISC**) to:
Ring the bellflower repeatedly. **X-125**
- Add **R** (Red **DISC**) to:
Ask someone else in the reception area. **X-225**



» **NAV**: Add **U** (Blue **DISC**).

An **Elemens** doctor scurries up to the front desk, ready for an emergency. She sees you and changes her expression, delighted to see someone else awake. You ask her what is happening. "All of the Plumplim are asleep!" she says. "I can't find anything else wrong with them. They're just very sleepy. Here, I'll show you." She walks you over to a Plumplim orderly snoring face-down in a supply closet and leans in close to his ear. "Timothy, your house is on fire!" she shouts. The Plumplim stirs briefly, murmuring, "Use a bucket..." before falling asleep again.

Update:

- » **OPS**: If Mission 2: Slot 1 is Empty, set it to **General**. Otherwise, set Mission 2: Slot 2 to **General**.



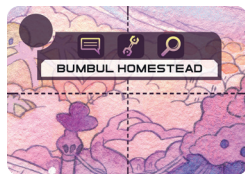
» There's still a space left on the Mission Control Board, so the crew picks another option. This time, they're going to try talking to someone at the Intergalactic Spaceport.




» The **COMMANDER** turns to **B-2-I3** and reads. The **INFORMATION OFFICER** might also explain what a Zibzab is so they can get the voice right.



» The **NAVIGATOR** pulls out Location Card BG-07 and fits it onto the Map, as usual.







» The **OPERATIONS OFFICER** pulls out the  General Momentum Card. Mission 2: Slot 1 already has a card in it, so this time they read the Otherwise portion and put the card in Mission2: Slot 2.

B 2 I3 The Intergalactic Spaceport

Several newly arrived ships now stand in the unloading zones. They have freight containers full of goods, but no one is coming to claim them. A group of pilots is gathering near the parking pay meter. When you ask if they have seen any Plumplim, a Zibzab pilot tells you "I talked to a few last night, but I haven't seen anyone today. No one is responding on comms, either! The Bumbul family is usually much more efficient at running this place. I have half a mind to visit them and complain; they don't live too far."

Updates:

- »  **NAV:** Add Location Card BG-07 to the Map.
- »  **OPS:** If Mission 2: Slot 1 is Empty, set it to  **General**. Otherwise, set Mission 2: Slot 2 to  **General**.

ACTIONS	MISSION	SLOT 1	SLOT 2	SLOT 3	SLOT 4
SECOND ROW: 		 GENERAL	 GENERAL	 LOCKED (NO MOMENTUM)	 LOCKED (NO MOMENTUM)



» Once that card is in place, the **OPERATIONS OFFICER** notices that there is another complete Mission Code! They tell the Commander to turn to **M2-G-G-L-L**.



» This is the last paragraph we're going to read in this guide. In the full game, you'll keep playing until you reach a paragraph that tells you that the Chapter is over. At that point, if you're done for the day you can put everything back in the box. If you have more time, you can play on to the next Chapter.



» The **COMMANDER** looks up **M2-G-G-L-L** in the Story Book and then continues to X-224.

M2 G G L L

Continue to **X-224**



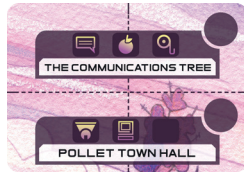
» The **COMMANDER** continues to X-224 and assigns a reader. Luckily the **NAVIGATOR** has a very good Elemensian accent!



» The **OPERATIONS OFFICER** skips the first order, then removes the indicated cards, and finally adds the Mission Card for Mission 3, as well as Action Card B.



» The **NAVIGATOR** pulls out Location Card BG-03 and fits it onto the Map.



» The **INFORMATION OFFICER** adds Mission 3 to the passport.

STORY	CHAPTER	CHAPTER TITLE
4	1	A Good Mechanic
M1		Find a mechanic.
M2		Learn about sleeping Plumplim.
M3		Get help for Sarbon



» And that's the end of our walk-through example! Will our fearless crew find help for Sarbon? What Chapter will they unlock next? How long can Molia sleep on the job?

X-224

Your mechanic is not the only Plumplim on Brumigum taking a day off. You have found Plumplim asleep wherever you find them, and you're not the only one who has noticed. All over town, calls are going unanswered, workers are out, and very little seems to be getting done at all.

As you reflect on the situation, an Elemens walks by, his brow pointedly furrowed. His tongue flicks outward to taste the air and he abruptly stops pacing, turning to face you. "Apophenia, offworlders!" he exclaims, quickly adding, "Pardon my language. But you must come with me! Have you seen what is happening?" You mention that all the Plumplim are asleep. "Precisely!" he hisses. "The Town Hall should be full of Plumplim. This is highly irregular behavior. Highly! Irregular!" He points his ears sharply at you and flicks his tongue out once again, this time just a few centimeters from your nose. "I'm Sarbon, the Fourth District Comptroller, and you smell trustworthy. Please, find some help for me! There's so much to do. Perhaps together we can solve this crisis! I'll be at Town Hall in my office. Come find me when you have a plan."

You're not going anywhere until the *Odyssey* is repaired, so you may as well help this stressed out lizard-man.

Updates:

- » **OPS:** If Mission 1: Slot 2 is Empty, remove all Actions Cards from Mission Card 1.
- » **OPS:** Remove all Action Cards from Mission Card 2.
- » **NAV:** Add Location Card BG-03 to the Map.
- » **INFO:** Add Mission 3: "Get help for Sarbon" to your Passport.
- » **OPS:** Add Mission Card 3 to your Mission Control Board, with Locked Cards in slots 3, and 4.
- » **OPS:** Add Action Card B: Talk (*Passerby*) to Mission 3.

