

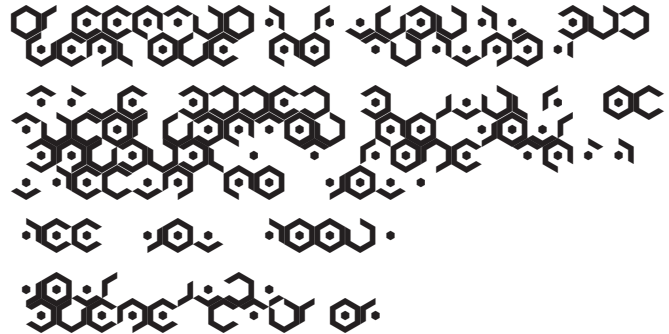
ODYSSEY OPERATIONS MANUAL



The Odyssey mission is a grand adventure. Think of the Odyssey Operations Manual as the Rulebook for that adventure.

Within these pages, you will find everything you need to know to run your brand-new, faster-than-light starship. The pre-launch section will tell you how to get started, and the launch section will tell you how to keep going. Don't forget to reference the tooltips as you go. They contain detailed information, graphics, and definitions.

Can't find the tooltip you're looking for? All technical terms are included in the Almanac, sorted alphabetically for your convenience.



GATHER YOUR CREW

First things first, you will need to gather a command crew for the Odyssey. There are plenty of people who will keep the ship running, perform scientific experiments, and even host weekly movie nights in the rumpus room, but we need decisive individuals who can direct Missions. Specifically, you need one to four Players. More are welcome.

The command crew will lead the Odyssey through adventures spanning several sessions, each lasting about 30 minutes to 2 hours. You will continue from one session to the next, and you can safely pause after each session simply by saving your Passport Folder (more on that later).

Once you have a crew, you're ready to begin. We encourage you to learn as you go. The beginning of your adventure has been specifically designed to teach you how the Odyssey works.

Find Storybook 1 and turn to Chapter 0: All Systems Go.

You will also need to keep this Almanac handy, as the Pre-Launch section begins on the next page.



What is the Almanac?

(This book is the Almanac.)

It is Humanity's great hope that you will encounter many things that are new to Humans. We've given you an Almanac where you can keep track of those things. At the very least, you'll want to know about the Odyssey. That information is located on pages 5-20, indicated by the highlighted Odyssey Operations Manual tab.

When you find new planets, asteroids, or neat nebulas, they will automatically be ready for you to reference on the pages with the Places tab highlighted. How did it get there? Fantastic question! Moving on.

When you meet new cultures they will likewise appear on the pages with the Peoples tab highlighted.

Beyond that, we're including several tabs, sorted alphabetically, where additional information on various terms is stored.



#

A B C

D E F

G H I

J K

L M

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P Q R

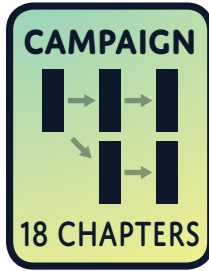
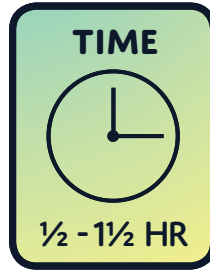
S T U

V W

X Y Z



PRE-LAUNCH



As with any good adventure, the first thing we need your newly-gathered crew members to do is to read through the posted warnings.

⚠️ WARNING: DO NOT LOOK AHEAD!

Any Card or Storybook page may contain surprises for your future adventures. It's best to look at Cards only when you are told to look at them.

⚡ WARNINGS

⚠️ WARNING: DO NOT SHUFFLE!

Your Odyssey system has been carefully ordered to make it easier to find the Cards you need when you need them. The randomness introduced by shuffling interferes with this process. Should you accidentally introduce undesired randomness to your system, you can correct it by sorting the Cards by type, and then arranging them according to the numbers or letters on their backs.

⚠️ WARNING: GRAB A PENCIL

Anything to write with will do, no eraser is required. And to be fair, the pencil isn't really dangerous, but it's better to be prepared.

⚡ WHERE TO BEGIN

Now we will move on to the pre-launch checklist. Do this at the start of each session.

- Step 1: Check for Bugfixes
- Step 2: Pick a Chapter
- Step 3: Pick Crew Roles
- Step 4: Set Up Stations
- Step 5: Launch!

Step 1: Check for Bugfixes

If we're launching the Odyssey for the first time in a while, we'll want to make sure that we've downloaded all the latest updates and bugfixes.

Visit <https://www.plumplim.com/errata> to make sure our systems are running the latest version.



This is version 2025.07.16.

Step 2: Pick a Chapter

If it is your first time playing, you will play Chapter 0: All Systems Go. You can find it in Storybook 1. It includes the beginning of your adventure and an introduction to all of the game mechanics you will encounter. Keep it nearby as you continue through pre-launch.

If you are returning to an existing adventure, check your Passport Folder. You may choose to play any unlocked Chapter or Interlude. Continue through pre-launch with your chosen Chapter open. See *Tooltip 12*, and *Tooltip 13*.

Step 2A: What else do we need?



The first page of each Chapter includes instructions for which Map and Cards to use, marked with a Story number or Map seal. Save space for them in *Step 4: Set Up Stations* and we will cover them in detail when we get to *Step 5: Launch!*.

PRE-LAUNCH

Step 3: Pick Crew Roles

We are the capable command crew of a Human starship, the Odyssey. Our choices will determine how our adventures unfold. Four Roles in particular will be important in managing our equipment and accomplishing our Missions. These Roles work together, sharing information and helping one another.

Each Role has a player reference card. As soon as you know which Role (or Roles) is yours, pick up the corresponding reference card(s).

Step 3A: Which Role is Right?

Each Role is in charge of its own equipment on board the Odyssey. We can always switch Roles later if we want, but here are some brief descriptions to begin with:

The **COMMANDER** is in charge of maintaining fun and order. The Storybook is their most important piece of equipment, and they will read its Blurbs out loud or ask other crew members to read them out loud if desired. Additionally, they will be responsible for making a final decision if other crew members can't agree.

The **INFORMATION OFFICER** is the keeper of knowledge. Anything they don't know, they can find in the Odyssey Operations Manual and Almanac. They update the Passport, where they keep track of our current Missions, and they record our Items, Contacts, Events, and Achievements so we always know where we are in our adventure.

The **OPERATIONS OFFICER** is the meticulous engineer who keeps the Odyssey shipshape. With the many pieces of the Mission Control Board, they track our available Focuses and our Momentum progress, making sure that we know what we've done and what's next for us.

The **NAVIGATOR** is the curious explorer who will lead us into new places. They keep an eye on the Map, adding new Locations as we discover them and keeping track of the Locations we've already visited by leaving a trail of D.I.S.C.s behind so we'll never wander in circles.

⚡ PICKING ROLES

Step 3B: Cover Each Role

Each Role must be covered by at least one player before we begin our adventure.

We recommend dividing Roles as follows, but you may adjust as needed to suit your crew:

4 Players:

Each gets one Role: .

3 Players:

COMMANDER Role also takes **NAVIGATOR** Role: + .

2 Players:

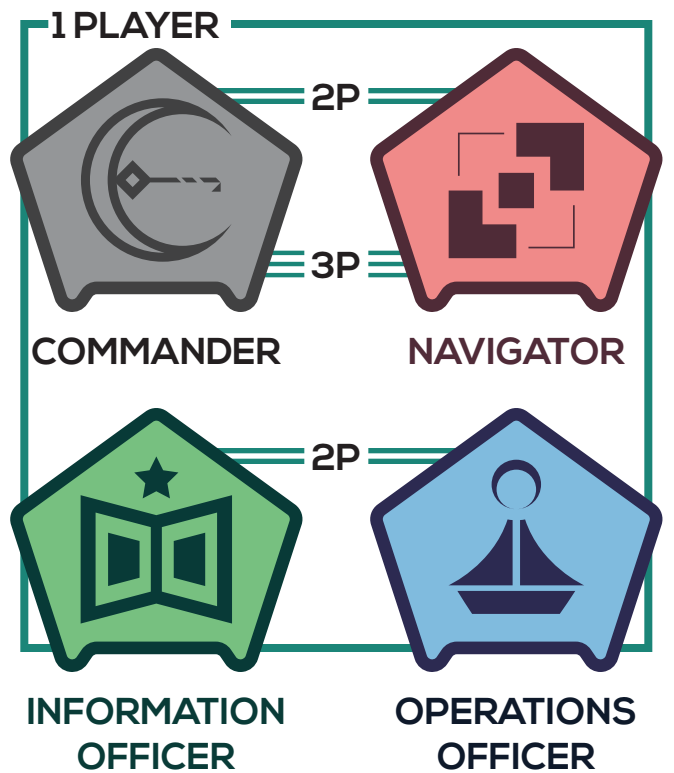
COMMANDER Role also takes **NAVIGATOR** Role and **INFORMATION OFFICER** Role also takes **OPERATIONS OFFICER** Role: + + .

1 Player:

Gets all four Roles: + + + .

5 or More Players:

Additional players can contribute to choices being made at any time. They can also cover any other Role as needed.



PRE-LAUNCH

We continue preparing for our adventure by getting out the equipment we need. Your player reference card can help you with this information, too.

Step 4: Set Up Stations

Find a place where your crew can gather comfortably: ideally a large, flat surface. Each Role has its own station which includes the equipment that is their responsibility. Specific equipment for our current Chapter will be added in the next step, so save space for it.

REMEMBER:



EACH MAP HAS A SEAL. SEALS ON THE FOCUS CARDS AND LOCATION CARDS WILL MATCH IT.



EACH STORYBOOK HAS A NUMBER. THE NUMBER ON THE PASSPORT FOLDER AND THE ITEM & CONTACT CARDS WILL MATCH IT.

SEE TOOLTIP A1 FOR ADDITIONAL INFO.

COMMANDER

- PLAYER REFERENCE CARD (ENSURE EACH ROLE HAS THEIRS)
- STORYBOOK (CURRENT STORY)

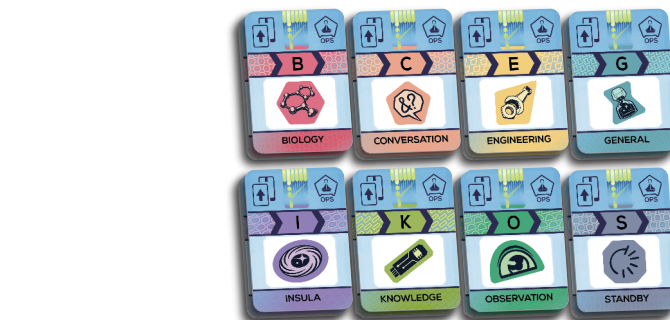


INFORMATION OFFICER

- PENCIL (NOT INCLUDED)
- PASSPORT FOLDER
- ALMANAC (THIS BOOK)
- CHAPTER DATA SHEET
- ITEM & CONTACT CARDS (CURRENT STORY ONLY)



OPERATIONS OFFICER

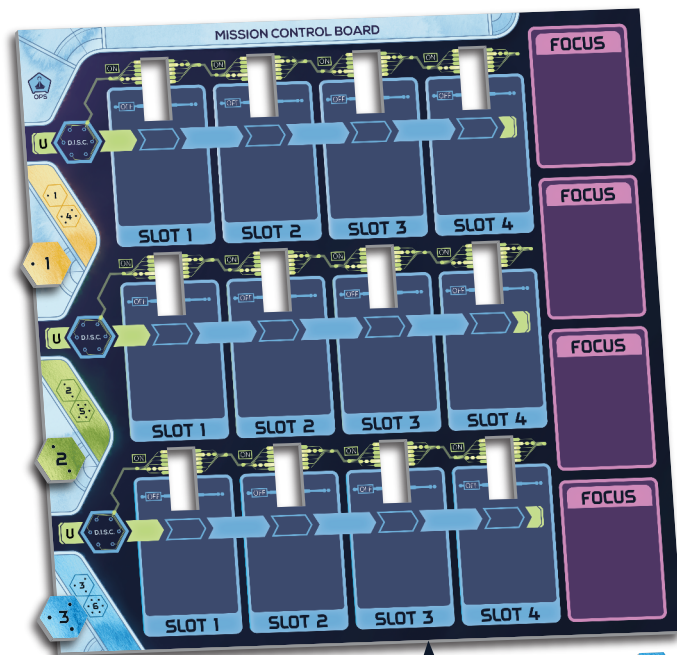


MOMENTUM CARDS (ALL)

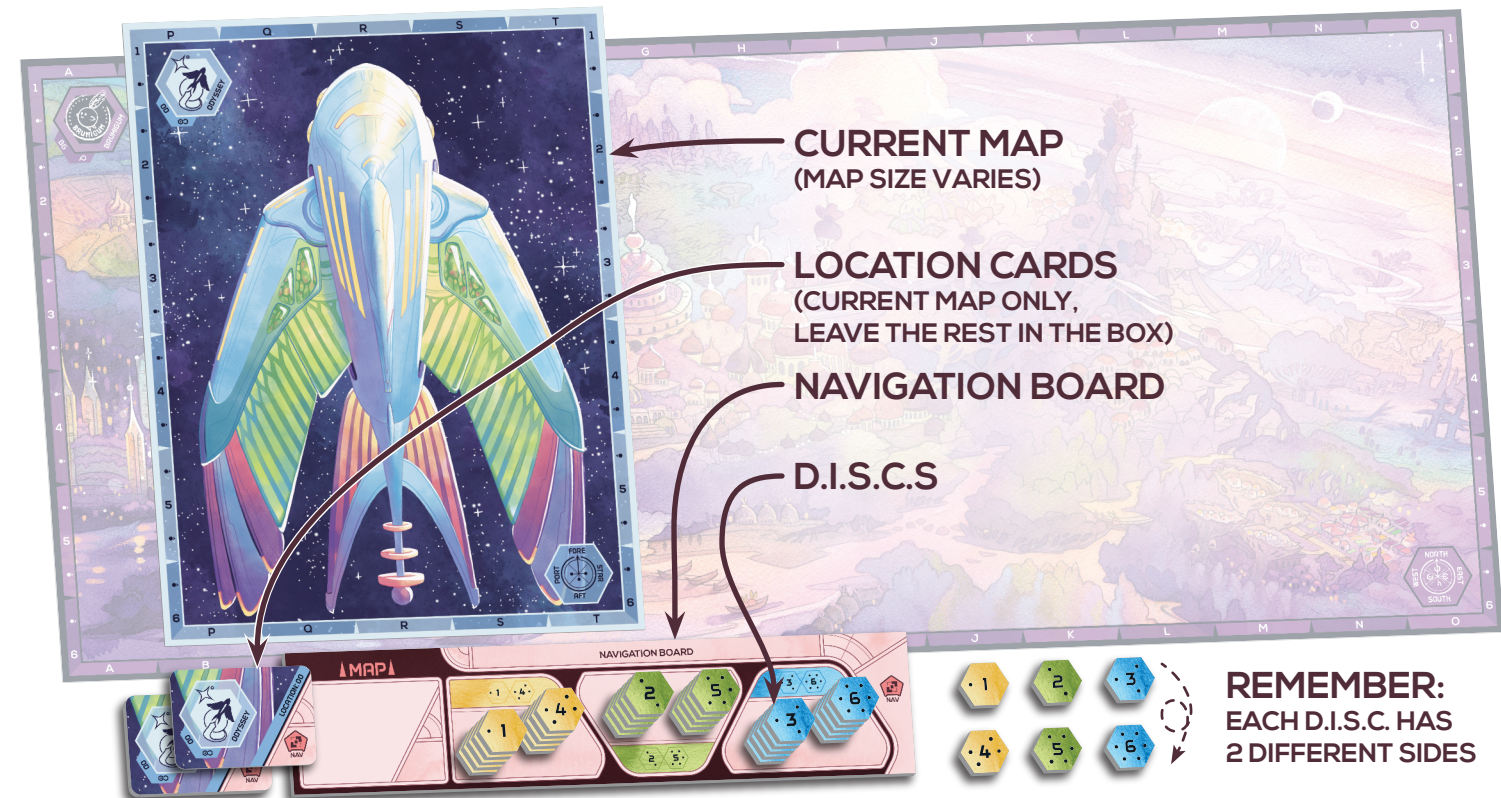
FOCUS CARDS (CURRENT MAP ONLY, LEAVE THE REST IN THE BOX)

C.U.B.E.S (12)

MISSION CONTROL BOARD OR MCB
D.I.S.C.S (4 EACH)



NAVIGATOR



CURRENT MAP (MAP SIZE VARIES)

LOCATION CARDS (CURRENT MAP ONLY, LEAVE THE REST IN THE BOX)

NAVIGATION BOARD

D.I.S.C.S

REMEMBER: EACH D.I.S.C. HAS 2 DIFFERENT SIDES



TOOLTIPS: GROUP A

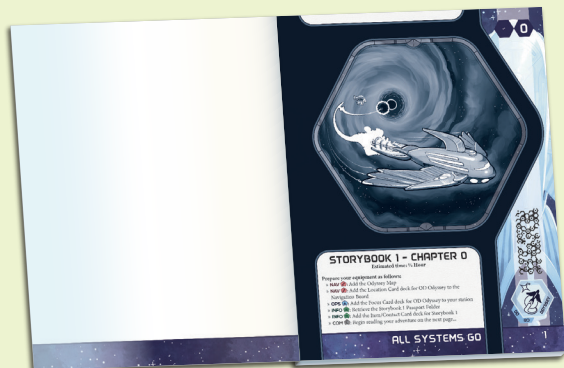
And now the moment we've all been waiting for, it's time to Launch the Odyssey! This means that we will begin the Chapter we picked in Step 2 of the pre-launch.

If this is your first trip, remember to begin with Storybook 1 - Chapter 0: All Systems Go. We begin with this Chapter for two important reasons. First, it tells the beginning of our story as we set out on the Odyssey. Second, it introduces each gameplay concept as we go in small pieces called Tooltips. Anyone who plays Chapter 0 will know what we're doing, and how to do it.

If you would prefer to have one player go through Chapter 0 by themselves ahead of time, please be sure that they share the story with the rest of the crew as well as the gameplay mechanics.

Step 5: Launch!

Once you've completed the preceding pre-launch steps, the **COMMANDER** reads the first page of the Chapter in the Storybook. This page includes an illustration, and the Chapter title.



It also includes additional instructions for how to prepare the rest of the equipment that will be used in the current Chapter. Take a moment to add this equipment to the stations you set up in Step 4: Set Stations.

What is a Chapter?

Your adventure is split into convenient sessions known as Chapters, with a time estimate on the first page. You should be prepared to complete the entire Chapter at once.

What is an Interlude?

A Chapter with no Map is an Interlude.

LAUNCH!

Tooltip A1: Matching Seals

The Map, and the Location Cards and Focus Cards that belong with it will all have matching seals so you can tell at a glance which cards belong with each Map.

The Storybook has a number that matches the Item & Contact Cards and the Passport Folder.



Step 5A: NAVIGATOR Equipment

The **NAVIGATOR** will add the current Map to the play area.



The **NAVIGATOR** will also add the stack of Location Cards that go with that Map. There's a place to put these Cards on the Navigation Board.

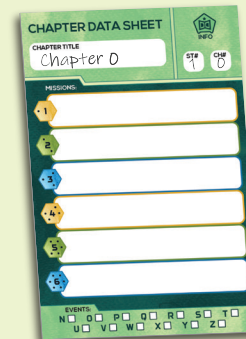
Step 5B: OPERATIONS OFFICER Equipment

The **OPERATIONS OFFICER** will take out the stack of Focus Cards that go with the current Map and place them next to the Mission Control Board with the Momentum Cards.



Step 5C: INFORMATION OFFICER Equipment

The **INFORMATION OFFICER** will get out a blank Chapter Data Sheet and write the Chapter title and Chapter number at the top.



The **INFORMATION OFFICER** will also make sure that the stack of unused Item/Contact Cards for the current Story are nearby. They are not in the Passport yet.



Tooltip A2: Tooltips?

You are now ready to begin! Chapter 0 includes tooltips that will help you learn as you play. You may also read through the rest of the rules in these pages and learn how to play that way.

Step 5D: The COMMANDER Begins

Once all of your equipment is in place, the **COMMANDER** is instructed to begin reading your adventure on the next page (in the Storybook). They may ask someone else to read instead, or the crew may take turns.

When the reader gets to the section marked 'Updates', they should make sure to address each line to the indicated Role.

How to complete each line is covered in later pages of the Odyssey Operations Manual.

Once all Updates are complete, you will be ready to start your first turn through the Play Order.

BEGIN YOUR ADVENTURE

If you have not yet experienced Storybook 1 - Chapter 0: All Systems Go, we strongly encourage you to begin your adventure there. If you would like to read the Tooltips at your own pace, you may find them in the following pages. The list below shows how they are organized.

Tooltip Contents:

Tooltips: Group A

Launch!

Begin a Chapter by adding its specific equipment to your stations.

Tooltips: Group B

Play Order

Check the Mission Control Board for Mission Updates, and then Plan where to go and what to do using your other equipment. Act when ready.

Tooltips: Group C

Terminology

Details of the equipment that helps us Plan and Act: Focuses, Feature Icons, Missions, D.I.S.C.s, and Locations.

Tooltips: Group D

Terminology

How the Odyssey cardboard computer understands the choices we've made: Blurb Headings and Momentum.

Tooltips: Group E

Updates

Changing your equipment: using D.I.S.C.s to keep track of where you've been, adding Location Cards, and starting new Missions.

Tooltips: Group F

Updates

Changing your equipment: adding Focus Cards, Items, or Contacts; setting Momentum Slots on the MCB or Events in the Passport.

Tooltips: Group G

Updates

Removing equipment: D.I.S.C.s, Focuses, or Missions.

Updates that do not change equipment.

Tooltips: Group H

NOT Updates

Checking the Passport: Items, Contacts, and Events.

Choosing as a Crew: deciding among one or more options.

Tooltips: Group I

Endings & Beginnings

Ending a Chapter.

Starting a Chapter.

Replaying a Chapter.

Changing Players or Command Crew Members.



TOOLTIPS: GROUP B

As we explore the galaxy, there are certain steps that we will do over and over. We describe these steps as the Play Order, though they may also be called the core gameplay loop.

The entire crew goes through these steps together, and each Role should pay attention to what is expected of them during each step.

Tooltip B1: Remembering the Play Order

We will follow these steps to advance our adventure:

Step 1: Report

The **OPERATIONS OFFICER** should check the Mission Control Board to see if any Mission Updates are ready (see *Tooltip B2*). If there are none, we continue to Step 2: Plan.

Step 2: Plan

The **OPERATIONS OFFICER** and the **NAVIGATOR** should look at the Feature Icons on the Focuses and Locations. Our crew may Focus on a specific Feature to advance a Mission at any Location where these icons match. We choose one as a crew. The **INFORMATION OFFICER** should be ready to offer information and the **COMMANDER** should facilitate discussion and break ties (see *Tooltip B3*).

Then, continue to Step 3: Act.

Step 3: Act

The **OPERATIONS OFFICER** provides the Focus letter and Mission number and the **NAVIGATOR** provides the Location Grid Coordinates.

The **COMMANDER** reads (or delegates reading) the corresponding Blurb Heading in the Storybook.

At the end of the Blurb, the **COMMANDER** reads any Update list out loud so each Role can adjust their equipment (see *Tooltip B4*).

Step 4: Continue

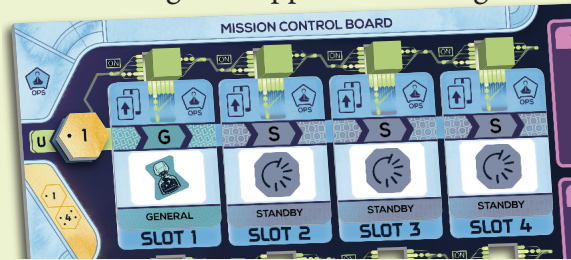
Return to Step 1: Report, and continue going through the Play Order, reading Blurbs until we reach the end of the Chapter.

PLAY ORDER

To go into more detail:

Tooltip B2: Report - Any Mission Updates?

Once all the commands in an Update have been completed, it's time for the **OPERATIONS OFFICER** to check for a Mission Update. Review the Mission Control Board. If all four slots for a Mission are 'On', then it's time to drop everything else. Something has happened or changed.



Inform the **COMMANDER** that there's a Mission Update, and tell them the Mission Update Code. They will turn to the corresponding Mission Update Heading in the Storybook. These Headings are grouped together, and look like this:



See *Tooltip D3* for more information about Blurb Headings.

How to make a Mission Update Code

The code will always begin with a U, which is part of the Mission Control Board. Continue reading to the right from there. Next is the Mission number on the D.I.S.C. After that, there will always be exactly four Momentum Cards, each with one letter on it. Read them in order. In this example, you'll find a G at the top of the General Momentum Card, followed by an S for each of the Standby Momentum Cards. The code is U-1-G-S-S-S. (Note: If you do not have exactly four Momentum Cards, you do not have a Mission Update. Continue to the Plan step in *Tooltip B3*.)

If there is no Mission Update during this step, then we will continue on to the next steps where we learn about where we can go and how to decide what we will do together as a crew.

Tooltip B3: Plan - Make Choices Together

Once the Report step is complete, it's time to Plan. Our crew works together to determine what choices are available, and then decides which one we want to try to advance our Mission.

The **OPERATIONS OFFICER** looks at the Mission Control Board to identify which Focuses and Missions are currently active. Each Focus has a Feature Icon on it.

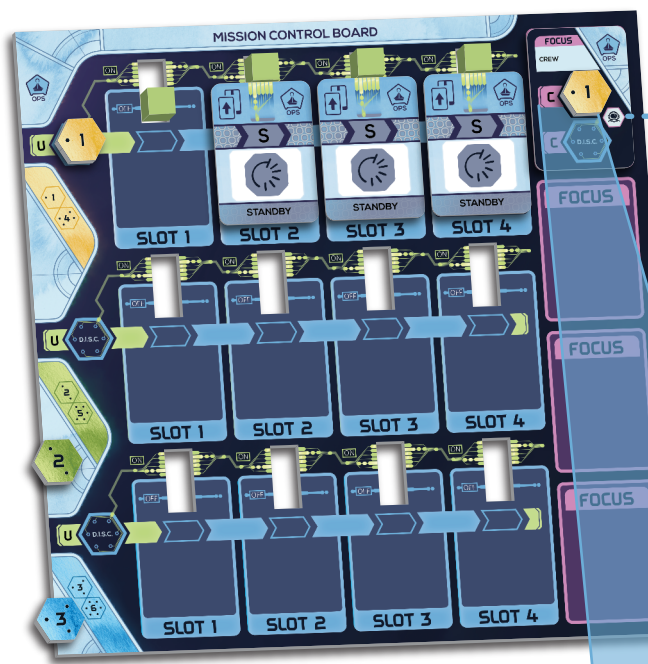
The **NAVIGATOR** looks at the Map to identify which Locations have matching Feature Icons. We can visit any one of these Locations to advance an active Mission, as long as there is not already a D.I.S.C. for that Mission on the Location.

The **INFORMATION OFFICER** provides any information they have about the Mission or Locations, including the Mission name.

The **COMMANDER** helps the crew reach a consensus, going as far as breaking ties if needed. Continue to *Tooltip B4*.

STEP 2: PLAN

OPERATIONS OFFICER + **NAVIGATOR**: FEATURE ICON MATCHES
INFORMATION OFFICER: MISSION NAME



STEP 3: ACT

OPERATIONS OFFICER: PLACE D.I.S.C. ON LOCATION
OPERATIONS OFFICER + **NAVIGATOR**: FOCUS + MISSION + LOCATION = **COMMANDER**: READ BLURB HEADING

Tooltip B4: Act - Read Your Adventure

Once our choice is made, we will provide the **COMMANDER** with enough information to construct a Blurb Header.

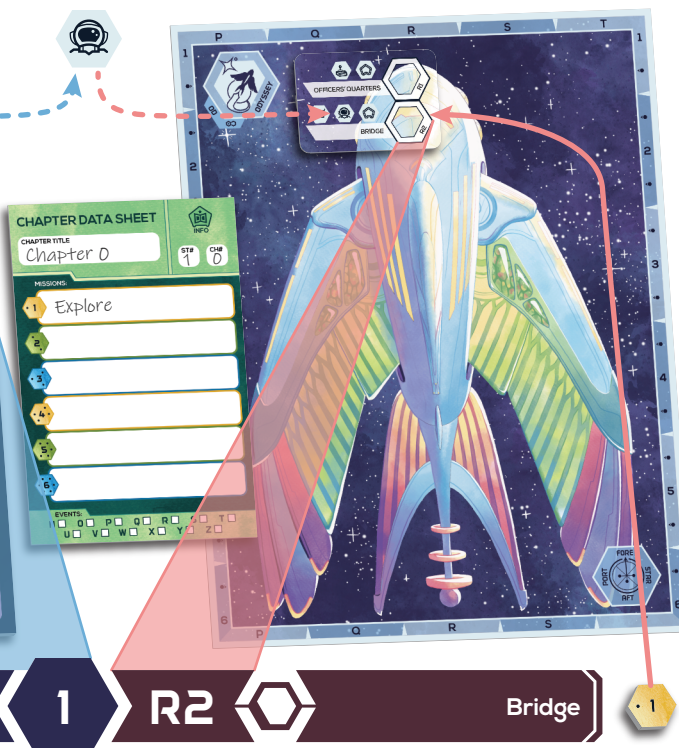
The **OPERATIONS OFFICER** provides the correct Focus letter and the Mission number.

The **NAVIGATOR** provides the Grid Coordinates (letter+number) for the Location. They then cover that Location with a D.I.S.C. that matches the current Mission (see *Tooltip E1*).



The **COMMANDER** puts together the Focus letter, Mission number, and Location Grid Coordinates and turns to the corresponding Blurb Heading in the Storybook, in the format Focus-Mission-Location. See *Tooltip D2*.

INFORMATION OFFICER: ALMANAC INFORMATION
COMMANDER: BREAK TIES



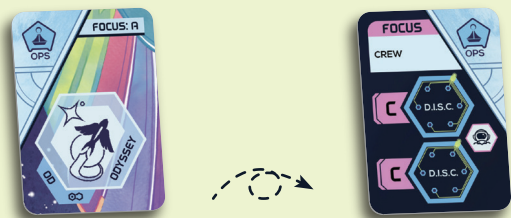
TOOLTIPS: GROUP C

Now that we know how the Odyssey works, let's get into details and specifics for each piece of equipment. Search for these terms in the alphabetical section of the Almanac to find the one you need. You may also keep reading.

Remember, tooltips are used in Storybook 1 - Chapter 0: All Systems Go. Images and diagrams correspond to that portion of the adventure.

Tooltip C1: What is a Focus?

A Focus is the specific way that we plan to interact with the world around us. The **OPERATIONS OFFICER** keeps track of all active Focuses using Focus Cards that they place on the Mission Control Board. Each Focus has its own Feature Icon and every active Focus will have one or more Mission(s) assigned to it, marked by D.I.S.C.s. They are referred to by **letter**.



Tooltip C2: What is a Feature Icon?

A Feature Icon is a small image inside a hexagon. For example, in the Focus Card deck for the Odyssey, Focus C is called 'Crew' and uses the **Crew** Feature Icon that looks like a little person all suited up for adventure.



Tooltip C3: The 'Any' Focus

The Any Focus is a special type of Focus. When the Any Focus is active for a Mission, we can Plan to go to **any** Location visible on our Map, ignoring the Features Icons on it. (Remember, however, we still can't go to a Location that already has a D.I.S.C. for our chosen Mission on it. See *Tooltip B3*.)

TERMINOLOGY

Tooltip C4: What is a Mission?

A Mission is what we're trying to accomplish right now. The **INFORMATION OFFICER** records the name of the Mission in the Passport on the Chapter Data Sheet. Each Mission is referred to by **number**, from 1 to 6.



Tooltip C5: What is a D.I.S.C.?

The **OPERATIONS OFFICER** and **NAVIGATOR** will use hexagonal D.I.S.C.s with a Mission's number visible on them to keep track of that Mission and how it connects to Focuses and Locations.



Tooltip C6: What is a Location?

A Location is a place on a Map that we have the ability to visit. The **NAVIGATOR** will see large hexagons on the Location Cards that mark the Grid Coordinations for Locations that might be relevant to our adventure. They are referred to by Grid Coordinate **letter+number**. A Location Card may have one or two Locations on it. Each Location has its own entry in the alphabetical section of the Almanac. Each Location also has one or more Feature Icons (see *Tooltip C2*) to show you what Focus(es) you can use there.



For example, the 'Bridge' Location at Grid Coordinate R2 on the Odyssey Map has **Command**, **Crew**, and **Control Panel** Feature Icons.

TOOLTIPS: GROUP D

As a crew, we combine a Focus, a Mission, and a Location to complete the Act steps of the Play Order (see *Tooltips B4*). This gives us a Blurb Heading for the **COMMANDER**. They might also get a Blurb Heading from a Mission Update Code (see *Tooltip B2*), or from within the Storybook.

Tooltip D1: What is a Blurb Heading?

A Blurb is a short piece of adventure that is made up of text. Each Blurb begins with a Blurb Heading that is unique within that Chapter. The **COMMANDER** is responsible for turning to the correct Blurb Heading at the correct time. They may then read it themselves, or pass it off to someone else. There are three types of headings:

Tooltip D2: Focus-Mission-Location

The **OPERATIONS OFFICER** will provide the Focus letter and Mission number and the **NAVIGATOR** will provide the Grid Coordinate letter+number (see *Tooltip B4*). The **COMMANDER** will turn to the corresponding Blurb Heading in the Storybook. It will be in the form C-1-R2, and will include the Location name.



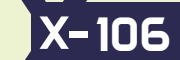
Tooltip D3: Mission Update

When the **OPERATIONS OFFICER** finds a Mission Update Code in the Report step of the Play Order (see *Tooltip B2*), the **COMMANDER** will turn to the corresponding Blurb Heading in the Storybook. It will be in the form U-1-G-S-S-S.



Tooltip D4: X-Blurb

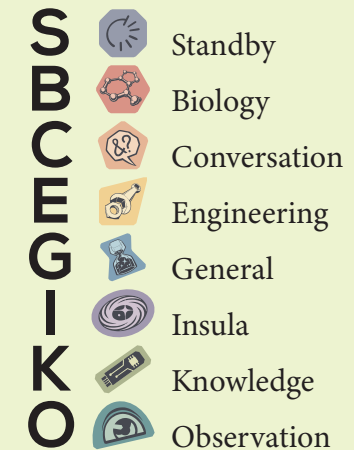
Sometimes, the **COMMANDER** will be instructed by one Blurb to turn to another Blurb in the Storybook. It will be in the form X-106.



TERMINOLOGY

Tooltip D5: What is Momentum?

Momentum is used by the **OPERATIONS OFFICER** to keep track of the progress that we've made on our Missions. Each type of Momentum has a single letter that we use to identify it.



There are eight types all together. Standby marks Momentum Slots that we might use in the future, and the rest keep track of the specific choices that we've made so far.

Tooltip D6: What is a C.U.B.E.?

A C.U.B.E. is a solid object that works in conjunction with the Mission Control Board to keep track of how many Momentum are assigned to each Mission. A C.U.B.E. can be either in the 'Off' position (when there is no Momentum Card below it) or in the 'On' position (when there is a Momentum Card below it).

As we travel through space, chances are good that we will encounter unfamiliar terms or language. We can ask the **INFORMATION OFFICER** to look up any of these terms in the Almanac at any time.

Tooltip D7: Looking Up Unfamiliar Words

Any time we encounter a word that we don't know, ask the **INFORMATION OFFICER** to look it up in the Almanac (this book). **Peoples**, and **Places** (with Maps) each have their own sections with a lot of details and travel advice. Other things are described alphabetically. This information might help us make decisions.

TOOLTIPS: GROUP E

✈️ UPDATES

As we go through our adventure in the Storybook, we will also change our equipment as instructed. Focus, Mission, and Location changes will help us Plan where we can go and decide how we can Act. Momentum and Passport changes will help us keep track of what we've already done.

We'll start with the D.I.S.C. change that happens as soon as our crew decides how to Act (see *Tooltip B4*).

Tooltip E1: Mission D.I.S.C.s on Locations

As part of the Act step (see *Tooltip B4*), the **NAVIGATOR** must always place a D.I.S.C. on the Location we are visiting. It will match our Mission number, and it will prevent us from accidentally repeating Blurbs. Take care, there is no reminder to do this in the Storybook.



For example, in our Act step, we've just chosen Focus on Crew at the Bridge for Mission 1, so the Bridge Location gets a Mission 1 D.I.S.C.

At the very end of many Blurbs, we will find an Updates section. The **COMMANDER** should always keep reading until they find a list of Updates or instructions to go to another Blurb.

Tooltip E2: What are Updates?

The Updates section at the end of a Blurb tells each Role (**OPERATIONS OFFICER**, **NAVIGATOR**, **INFORMATION OFFICER**, and **COMMANDER**) how to manipulate their equipment. We must complete all of the Updates before we can start our next turn (see *Tooltip B1* for information about the Play Order).

Tooltip E3: Reading Updates

Each line is addressed to a specific Role. The **COMMANDER** should make sure that the crew member understands the instruction and has time to complete it before they move on to the next line.

Now let's look at how each command works. We'll start with adding and setting things.

Tooltip E4: Adding a Location Card

When instructed, the **NAVIGATOR** will add a specific Location Card to the Map. Find the Card by number, flip it over, and place it on the Map so that the background image on the Location Card blends in to the rest of the Map.



For example, Location Card OD-01 flips over to reveal the 'Officers' Quarters' and 'Bridge' Locations, at Grid Coordinates R1 and R2 respectively.

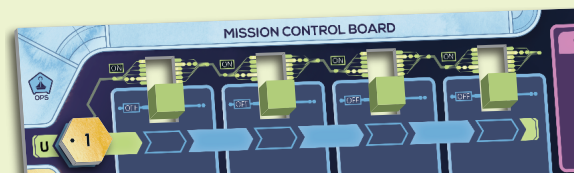
Tooltip E5: Adding a Mission

When instructed, add a new Mission. The **INFORMATION OFFICER** records the name of the Mission on the Passport Chapter Data Sheet.



Tooltip E6: Starting a New Row

The **OPERATIONS OFFICER** starts a new row for that Mission on the Mission Control Board by adding a D.I.S.C. to the hexagon labeled D.I.S.C. and by making sure each Slot for that row has a C.U.B.E. in it, set to 'Off'.



For example, Mission 1 is now recorded as 'Explore' on the Chapter Data Sheet, and the top row of the Mission Control Board is where we will track our progress.

TOOLTIPS: GROUP F

✈️ UPDATES

Tooltip F1: Adding a Focus Card

When instructed, the **OPERATIONS OFFICER** will find a specific Focus Card, sorted by letter, and add it to the Mission Control Board with a D.I.S.C. on it. Use any spot labeled Focus.

If the Focus Card is already in use, add a second D.I.S.C. to it to indicate that it may now be used in another Mission. Do not add multiple D.I.S.C.s for the same Mission to a single Focus.

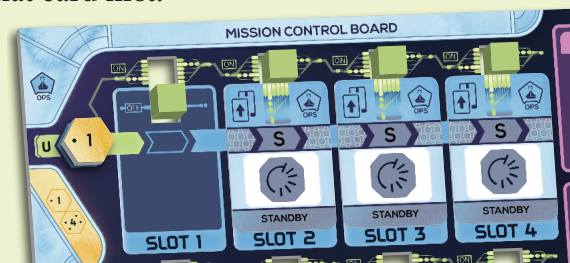


For example, we add Focus C to the Mission Control Board with a Mission 1 D.I.S.C. on it.

Tooltip F2: Set a Momentum Slot

When our crew has made progress on a specific Mission, the **OPERATIONS OFFICER** will be told to set a Slot to a certain type of Momentum. If the Slot is currently 'Off', add the Momentum Card to that Slot and push it up, switching the C.U.B.E. in that slot from 'Off' to 'On'.

If there's already a Momentum Card in that slot (including Standby Momentum), remove that card first.



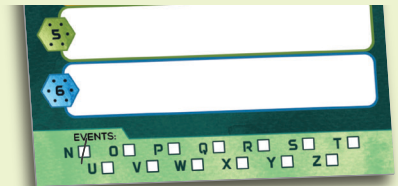
For example, we set Mission 1 Slots 2, 3, and 4 to Standby. Slot 1 has no Momentum.

Tooltip F3: Set a Momentum Slot to Off

Sometimes, the **OPERATIONS OFFICER** must set a Momentum Slot to 'Off'. To do this, they should push the C.U.B.E. down and remove any Momentum Cards from that specific Slot on the Mission Control Board.

Tooltip F4: Setting Events in the Passport

The **INFORMATION OFFICER** will also be asked to set Event flags in the Passport from time to time. These Events are recorded on the Chapter Data Sheet by marking a box that corresponds to the Event letter.



For example, the box next to N gets marked off.

Tooltip F5: Adding Items and Contacts

When instructed, the **INFORMATION OFFICER** will add Items or Contacts to the Passport. There is a Card for each one, and once you have added one, it is stored within the Passport Story Folder. They might end up being useful for any Chapter within that Story, and once you have them they don't go away, even if you decide you want to replay the same Chapter.



For example, Contact Card G flips over to reveal a friend to add to the Passport Story 1 Folder.

Tooltip F6: Claiming Achievements

When instructed, the **INFORMATION OFFICER** can add an Achievement to the Passport by placing the corresponding sticker on the outside of the Passport Story Folder. Achievements marked with one star are the easiest to find, while Achievements with three stars require a bit of luck. It is not possible to claim all of the Achievements within a Story unless you replay several of its Chapters.


TOOLTIPS: GROUP G

When we are done with certain pieces of equipment, the Updates will tell us to remove them. Put the equipment back where it was when you started the Chapter so that we can easily find and use it later if needed.

Tooltip G1: Removing Equipment

Sometimes, Updates will tell certain Roles to remove certain equipment. **Only remove equipment when instructed to do so.**


Tooltip G2: Removing a D.I.S.C. from the Map


When directed, the  NAVIGATOR should remove the corresponding Mission D.I.S.C. from the Location named.

Tooltip G3: Removing All D.I.S.C.s from the Map

If the Update tells you to remove all D.I.S.C.s for a certain Mission from the Map, remove all D.I.S.C.s with that number. Remember to look carefully, as some D.I.S.C.s may be stacked under D.I.S.C.s for other Missions.

Tooltip G4: Removing a Focus

When directed, the  OPERATIONS OFFICER should remove the corresponding Mission D.I.S.C from the Focus identified by its letter.

When the  OPERATIONS OFFICER removes the last Mission D.I.S.C. from a Focus Card, then that Focus Card should be removed from the Mission Control Board.


Tooltip G5: Removing All Focuses


If the Update tells you to remove all D.I.S.C.s for a certain Mission from all the Focuses on the Mission Control Board, remove all D.I.S.C.s with that number from any Focus Cards. Remember to remove any Focus Cards that no longer have D.I.S.C.s from the Mission Control Board.


UPDATES


Eventually, we will either complete our Missions or need to put them away.

Tooltip G6: Removing a Mission

When directed, the  OPERATIONS OFFICER should remove the indicated Mission from the Mission Control Board. Clear out everything from that Mission's row, including any Momentum from any Slot in that row as well as the D.I.S.C. at the start of the row. Return all C.U.B.E.s to the 'Off' position.

The  OPERATIONS OFFICER should also remove all Focuses from that Mission. See *Tooltip G4*.

The  NAVIGATOR will have their own Update reminding them to remove all D.I.S.C.s for this Mission from the Map. See *Tooltip G2*.

The  INFORMATION OFFICER does not need to change anything on the Chapter Data Sheet.

Occasionally when we reach the very end of a Blurb, we won't need to make any changes at all. The Storybook will always tell us when this happens so we know that we're free to return to the start of the Play Order and pick somewhere new to visit.




Tooltip G7: Updates without Updates

Sometimes, there is nothing to change in the Updates, and we will see a single instruction that tells us that there are no Updates for this Blurb. The system is working as intended. Let's make a new Plan. (See *Tooltip B3*)

TOOLTIPS: GROUP H

Sometimes, you will not find an Updates section at the end of Blurb. Instead, you will find instructions to check something in the Passport, Choose as a crew, or continue to another Blurb.

Tooltip H1: Checking the Passport

Sometimes, the  INFORMATION OFFICER needs to check the Passport for an Item, Contact, or Event by letter. If they find it, they **must** instruct the  COMMANDER to turn to the corresponding X-Blurb. If they do not find it, they should instruct the  COMMANDER to turn to the X-Blurb marked 'Otherwise'.

Tooltip H2: Checking for Items or Contacts


Letters from A-M are used for Item and Contact Cards. They are stored within the Passport Folder. We may look at these Cards and pass them around for the crew to study. Checking for an Item or Contact does not remove it from our Passport.


Tooltip H3: Checking for Events

Letters from N-Z are used for Events. They are marked off at the bottom of the Chapter Data Sheet.

Tooltip H4: Choose as a Crew

Sometimes, there will be a list of choices at the end of a Blurb. As a crew, we are free to choose any one of them. We may use any information from our adventure so far or the Almanac to help inform our decision. Or we may simply pick the one that sounds the most interesting.

If we can't agree, then the  COMMANDER gets to make the decision.

Once we know which choice we want to make, the  COMMANDER will turn to the corresponding X-Blurb in the Storybook and continue our adventure.

Tooltip H5: Continue

If there is only one choice, we **must** do that.

NOT UPDATES

The Storybook also has a small number of Blurbs in it that might help us get back on track if we make a simple error.

Tooltip H6: What If We Get Lost?

Sometimes mistakes happen, and we find a Blurb in the Storybook that we were never meant to. When it's possible, the Odyssey computer will give us an error message to try to help us sort out what went wrong so we can get our adventure back on track. It will ask you to carefully review your equipment—or your own recollection of recent events—and will then tell you how to proceed.

There is no need to continue reading down the list of options once we find one that makes sense. Make adjustments as instructed and then we can keep going.


Tooltip H7: Nothing to Report, Nowhere to Go

Unfortunately, sometimes things just don't work out for space explorers. The Odyssey computer has been very carefully tested to make sure that there will always be some way to Act or a Mission Update Code to Report, so take a moment as a crew to look over all of the equipment.

Go back to *Tooltip B1* and make sure that you're completing all of the steps thoroughly.

In natural gravity environments, check to make sure that no equipment has fallen to the floor.

In synthetic gravity environments, check to make sure that no equipment has been unexpectedly relocated by centripetal force or errant graviton particle interactions.


If we still can't find anything to Report or any way to Act, we will have to restart our current Chapter. If we do this, the  INFORMATION OFFICER should get out a brand new Chapter Data Sheet. Some residual Items or Contacts from the partially completed Chapter may persist, but should not impede our adventure when we restart the Chapter.

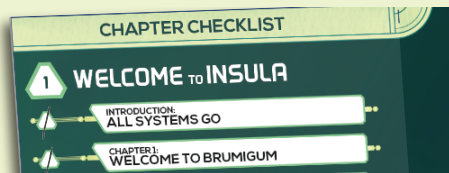



TOOLTIPS: GROUP I

Eventually, our adventure in the Chapter will come to an end. Our final Updates will tell us what Chapter we can unlock next (if any) and that the Chapter is complete. Put our Passport Folder away carefully, with all Item and Contact Cards folded up inside. The rest of the equipment can be freely returned to the box.

Tooltip I1: Ending a Chapter


At the end of a Chapter, we will unlock the next Chapter. The  **INFORMATION OFFICER** should check off that Chapter in the Passport Folder to show that it is unlocked.






The next time you play (or even right now!) the  **COMMANDER** can continue reading at any Chapter that is unlocked.

When we begin a session on the Odyssey, we have the option to start at any Chapter that is marked as unlocked in our Passport Folder. To experience a single adventure in linear time order (the way we Humans experience everyday life), we should choose the Chapter that we unlocked at the end of our previous Chapter.

Tooltip I2: Starting a Chapter

The  **INFORMATION OFFICER** can check the Passport Folder. Any Chapter that is marked as unlocked is available.

The  **COMMANDER** should find the corresponding Storybook, and start reading on the first page of that Chapter.

To refresh your memory of how to operate your starship, go all the way back to the beginning of the  Pre-Launch section of the  Odyssey Operations Manual.

If we want, we can also replay previous Chapters to find out how things might have gone differently. Perhaps we might even uncover new Chapters.



ENDING & BEGINNING

Tooltip I3: Replaying a Chapter

Replaying a Chapter is the same as starting a Chapter (see *Tooltip I2*). Remember to use the same Passport Folder (we keep all our unlocked Chapters, Items and Contacts), but get a new Chapter Data Sheet. Time may get a little odd.

Tooltip I4: Using Passport when Replaying

Sometimes after Checking the Passport for an Item or Contact, the next X-Blurb will offer you a Choice of whether to *interact* with the Item (or Contact) or not. If you *do* interact with the Item, you may be guided to part of the Chapter that you did not experience the last time you played it, or you may be able to skip something familiar.


If you ignore the Item, your adventure will unfold as though you know nothing about it. New players or players who have been away for a while should choose this option.

Tooltip I5: Adding a New Player

A new player may join our adventure at any point. You may replay Storybook 1 - Chapter 0 with them, or teach them how to operate the Odyssey before we continue our adventure.

Tooltip I6: A New Adventure

If you want to start a new adventure for an entirely different group of players, you will need to refresh some of their equipment. They will need a new Passport Folder at minimum, and Chapter Data Sheets if you've run out. We also recommend giving them a new set of Item/Contact Cards, and a new sheet of Achievements.

And so we have come to the end of our  Odyssey Operations Manual. We thank you for your attention, and wish you all the best on your voyage.

Tooltip I7: No more Tooltips!

There are no Tooltips in future Chapters, but you can always return to Storybook 1- Chapter 0: All Systems Go to refresh your memory.