

OUTSIDER

Setting - 2

Overview - 3

Components - 4

Setting Up & Starting Play - 4

Types of Cards in the Main

Deck - 7

Character Cards - 7

Gear Cards - 8

Tech Cards - 8

Goals - 8

Completing a Goal: Gear - 11

Completing a Goal: Scrap - 11

Goal Bonuses: Repair and

Salvage - 12

Dark Cards - 12

The Supply - 13

Dark in the Supply - 13

The Crisis Deck - 14

On Your Turn - 14

Actions - 15

Taking Additional Actions - 16

Ending your Turn - Entropy - 17

Survival and Doom - 17

Doomed Characters - 18

Outsiders and Loyalty - 18

Tips for Outsiders - 19

Secrecy and Strategy- 20

Winning and Losing - 21

Obliteration - 22

Options & Variants - 24

Location Specific Variants - 24

Obliteration Variants - 28

Doom Variants - 31

The Setting: Dark Gravity

A new form of instantaneous travel has brought humanity to the furthest reaches of the stars. Powerful engines harness Dark Gravity, shifting the ship into a new version of reality with each journey. This mirror universe is created with one difference; the vessel has already reached it's destination.

The technology is not perfect. Warps and distortions known as "Dark" alter the shape of the new of reality. Often these distortions are subtle: names, colors, items duplicated. But over time, the Dark builds up. After many shifts a traveler may find that they have arrived in a universe that, to them, is surreal... alien... wrong. Terrified, desperate, violent; their only hope to return to reality as they know it is to seize control of the ship and somehow reverse the shifts that have carried them out of their world. Convinced that their crewmates have changed into something terrible, everyone and everything else is expendable.

Lost fragments of discarded universes, these individuals are called Outsiders. And in order to fix their reality they need to end yours.

The Free Vessel Chimera emerges from a shift in deep space with systems failing and alarms ringing. Adrift, trapped on the edge of reality, the ship must be repaired in order to evade the twisting brink of a singularity before they are torn apart. Many of the crew are dead, and sabotage - an Outsider - is suspected. The survivors band together to repair the ship and shift to safety, but time is short, and someone is not who they appear to be.

Overview

Players take on the roles of various crewmates as they race to repair their deep space vessel.

The crew will work as a team to complete repairs (represented by Goals) by getting specific Gear to the character with the matching Skill.

Meanwhile, the Outsider(s) will be trying to reduce the Crew to zero survival, thereby taking control of the ship. The Outsider will have to balance deception and aggression carefully.

Both sides will need to work together to avoid complete destruction!

Components

12 Character Cards, 9 Loyalty Cards (6 Crew, 3 Outsider), 2 Deck Indicator Cards, 22 Crisis Cards

Main Deck: 16 Gear Cards, 16 Goal Cards, 7 Tech Cards, 16 Dark Cards

36 Character and Survival Tokens

Setting Up and Starting Play

1. Lay out the decks

Set all the cards with “Outsider” written on the back into a stack to create the main deck. Crisis cards will form a separate deck. Leave space for a discard pile for each of these decks.

You’ll also need to set aside areas for the Supply and the Entropy cards. The game includes two indicator cards to help identify these areas. For now, place the



indicator cards sideways so that when cards are set on top of them the word is still visible.

2. Choose Characters

Assign each player a Character Card, either randomly or by choice.

Each character has a name, a title, special rules, and skills represented by icons. Read the text on your character card and take a moment to familiarize yourself with the other player's characters.

3. Determine Loyalties

Find the Loyalty Cards marked "CREW" and "OUTSIDER." You'll use these to determine randomly and secretly who is an Outsider and who is Crew.

Shuffle together one Loyalty card for each player. You can include as many Outsiders as you like, but it is recommended that you have 1 in a 3-4 player game, and 2 in a 5 player game. The rest of the cards will be Crew.

Crew will work together to save the ship, while Outsiders work together to doom the Crew.

Do not show anyone your Loyalty Card until instructed to do so by a card or by the **Resolve Shift Sequence** action.

4. Shuffle, deal, and create the Supply

Shuffle the Crisis Cards and set them aside to create the Crisis Deck. Remove the unused player and loyalty cards from the play area.

Shuffle the Gear, Goal, Gravity Shield, and Dark cards to form the Deck, then deal 6 cards to each player.

Each player then selects one card from their hand and places it face down on the Supply indicator.

5. Give each player 3 Survival

Track Survival using the provided tokens.

6. The Captain plays first

If no one is the Captain, choose any player to go first and proceed clockwise.

Types of Cards in the Main Deck

Character Cards

Each player controls a different character. Characters have unique abilities, which are detailed on their particular card, and icons that represent their Skills. A character can only complete Goals that match one of their Skills; a character with the “ANY” icon may complete any Goal.

Character Card

Title	CAPTAIN	
Name	Sadhana Kriya	*CPTΔ47* ID Code (Flavor Text)
Skill Icons		
Special Actions and Abilities	<ul style="list-style-type: none">• 1 Action: Put a second Goal into play without discarding the first, so long as there are not more than two Goals in play.• 1 Action: Reverse the direction of play.	

Gear Cards

Gear cards are used to complete Goals. Each Gear card lists the Goal it is used to complete, along with several icons representing the item's Scrap value. Discarding the Gear card provides any or all of the listed scrap symbols, which can be used to complete Goals or gain benefits by using the Gather Supplies action.



Tech Cards

Tech cards provide specific additional actions or special exceptions to the rules. Any player may use a Tech card by playing it from their hand and following the rules written on the card. Tech cards can be discarded or traded with the Supply like any other card.

Goals

Goal cards represent tasks that the characters need to complete in order to repair the ship and shift to

safety. They generally help the Crew, but can be used to sabotage the ship as well. Either way, a Goal will need to be completed before it can impact the game.

The requirements to complete a Goal are listed along the top of the card in a white box. Each Goal requires a Skill (represented as an icon), a Gear card, and a set of Scrap Icons in a white box along the top.



At the bottom of each Goal card are two bonuses that apply at specific times. See “Goal Bonuses” below.

Skill Icons



Scrap Icons



Exotic
Matter

Particle

Tools

Plating

Any

A Goal must be in play (face-up on the table and not previously completed) in order to be completed. Any player with the listed Skill may complete a Goal once it is in play, so long as they spend two actions to discard either the matching Gear card or Scrap.

There can only be one Goal in play at a time - all players share this Goal. If you play a new Goal, you must discard any other Goal that is on the table, if there is one.

(The Captain character allows the group to have two Goals. If a new Goal is played when there are two Goals on the table, you may choose which one to discard.)

Completing a Goal using Gear

To complete a Goal that is in play, your character must have the matching skill. A Goal with the “ANY” icon may be completed by any character, and a character with the “ANY” Skill may complete any Goal.

Use 2 Actions (see “On Your Turn”), then reveal and discard the listed Gear card from your hand.

Completing a Goal using Scrap

Alternately, a character with the matching skill may complete a Goal by using Scrap from other Gear cards. This means you do not need the listed Gear card, but you will have to discard several Gear cards to make up the difference. Reveal and discard any combination of Gear cards that have each of the matching Scrap icons between them. A single player must have all of the scrap and must discard it all at once as part of completing the Goal.

For example, if a Goal has two Plating and two Particle Scrap Icons, a character with the correct skill may discard any number of Gear cards that have at least two Plating icons and two Particle icons between them.

Goal Bonuses - Repair and Sabotage



plating



plating



particle



particle



When you complete a Goal, collect the bonus listed after the **repair** icon (☑), then place the card face-up in front of you.



You may discard a Goal that you have completed to gain the one-time bonus listed after the **sabotage** icon (⤵).

You may do this at any time, so long as no player has initiated the Shift Sequence (declared victory). Sabotage does not take an action and may be done out of turn. Of course, Goals that have been used for Sabotage in this way no longer count as completed, and cannot contribute to a victory.

Dark Cards

Dark cards represent warps in reality that build up around each character.

If a Dark card ever enters the discard pile for any reason, the player who discarded it must immediately draw and resolve a Crisis.



The Supply

The Supply is a set of cards shared by all players and kept face down on the Supply indicator card. This represents the ship's storage, and contains the parts that the players have salvaged from around the ship to affect repairs.

On your turn, you may use the Gather Supplies action to look at the Supply cards and exchange any one of them with one from your hand.

Dark in the Supply

If the Supply is ever more than half Dark Cards, the player who Gathered Supplies must reveal and discard one of the Dark Cards, which forces them to draw a Crisis.

After you resolve the Crisis, replace the Dark card from the Supply with a card from the top of the Deck and continue with the Gather Supplies action. If the new card is also a Dark card, repeat this process.

The Crisis Deck

Cards marked Crisis are shuffled into their own deck. Each Crisis card presents a different threat.

A Crisis card must be drawn whenever a Dark card enters the discard pile, or when a player discovers that more than half of the cards in the supply are Dark cards (see “Dark in the Supply” above).

The player who discards the Dark card must draw the Crisis, read it out loud, and follow the directions given on the card.

Interrupt all other actions and play to resolve a Crisis, including other Crises if necessary!

Crises will either cause an immediate effect or have a continuing impact on the game. These latter events will be marked “Ongoing.”



On Your Turn

Each turn is made up of 3 steps, taken in order:

1. Take two actions.
2. Spend Survival for extra actions (optional)
3. Increase the Entropy

1. Take Two Actions

Each turn you may use any of the below actions. You are welcome to repeat an action, or to skip an action entirely if you decide to.

Complete a Goal - 2 Actions

Completing a goal uses both of your actions, but it is also crucial for either side!

Play a Goal

You may play a Goal card from your hand by placing it face up on the table. If there are any previous Goals on the table, the player must discard one of them. There is usually only one Goal; if the Captain has played a second Goal, you may choose which one to discard.

Gather Supplies

Look at the cards in the Supply and then trade one of them for a card from your hand. If you look at the Supply, you **MUST** first leave a card then take a card.

If more than half of the cards in the Supply are Dark Cards when you take this action, immediately reveal the Supply to all players and draw a Crisis. After you resolve the Crisis finish your Gather Supplies action as normal.

Scrap

Discard 3 Gear Cards and gain 1 Survival.

-or-

Discard 3 Goal Cards and then shuffle the discard pile into the draw pile.

Discard and Draw

Discard any number of cards, then draw until you have 5 cards in your hand (6 if you are the Engineer). You do not have to discard any cards in order to draw.

Resolve the Shift Sequence

Use this action to declare victory, firing the engines and shifting the Chimera into a new reality. Victory is determined differently for Crew and for Outsiders, but either side can take this action. See below, “Winning and Losing” for more.

2. Take Additional Actions

Additional actions may be taken by losing Survival. Taking a 3rd action costs 1 Survival. Taking a 4th costs 2 survival, in addition to the Survival you lost to gain the 3rd action. A 5th action requires an additional 3 survival.

This step is always optional.

3. Increase the Entropy

Each player’s turn ends with the Entropy phase, which represents the ship’s hull slowly losing integrity. When the player is done with all of their actions, remove the top card of the deck from the game without looking at it or revealing it.

No player may look at the Cards lost to Entropy at any time! They are removed from the game, and cannot be regained. Put them sideways on the card marked Entropy to keep track of them.

If there is no card to remove from the deck to the Entropy pile, all players immediately lose (see OBLITERATION below).

Survival and Doom

Survival

Survival represents a character's ability to make it through the shift. Each character begins with 3 Survival - use tokens to keep track.

Doomed Characters

When you run out of Survival, turn your character card over to the "Doomed" side.

Doomed Characters cannot use their character abilities, and may only take 1 Action per turn. When a Doomed character regains Survival, they are no

longer Doomed and may immediately flip their card back to the front side and regain their actions and abilities.

A Doomed character is not dead; reality has warped in such a way that they they will no longer exist once the shift sequence is resolved. A Doomed character can still win if their team pulls together, and it can even be helpful to have nothing to lose.

Outsiders and Loyalty

During setup each player was dealt a Loyalty Card. Use these to determine randomly and secretly who is an Outsider and who is Crew.

Look at your Loyalty card when you get it, but never show it to any other player for any reason!

You can have as many Outsiders as you like, but it is recommended that you have 1 for 3 and 4 player games, and 2 for 5 and 6 player games.

Outsiders play their turns the same way other players do, trading cards with the Supply and even completing Goals to gather Survival.

Outsiders can only win if all of the Crew are Doomed. The Outsider must use the **Resolve Shift Sequence** action to declare victory, revealing their Loyalty in the process.

See the Winning and Losing section below for more on this key difference!

Tips for playing an Outsider

- While deception and misdirection are powerful, sometimes it is more effective to reveal your intentions and play aggressively.
- Completing Goals makes you look less suspicious, until you use them for Sabotage!
- Lying about what you have in your hand is helpful, but can backfire if you aren't careful.
- One way to Doom the Crew is to find ways to make them draw Crises, or take a risk and draw them yourself.
- You lose if you destroy the ship - keep an eye on the deck and don't force too many Crises at once!

Secrecy and Strategy

Players should constantly discuss what they need and how to get the proper gear to player with the right Skill. Debate is encouraged - and usually essential!

No player may show any card from their hand or the Supply to another player unless specifically instructed to do so by a card. Instructions involving showing cards to other players will use the word “reveal.”

Similarly, only a player who is using the Gather Supplies action may view the Supply.

Players are welcome to tell each other what cards are in their hand or in the Supply, and are also welcome to lie!

Discarded cards are shown to all players as they are discarded. Players may look through the discards so long as they do not rearrange them.

No one may ever look at another player's Loyalty!

No one may ever look at any cards in Entropy!

Winning and Losing

Crew Victory

In order to win, a member of the Crew must use the **Resolve Shift Sequence** action to declare victory. You will then check to see if the Crew has won.

First, immediately reveal all Loyalty cards.

If there are **more** completed Goals on the table than there are players (including Outsiders and Crew) AND each Crew member has at least 1 completed Goal on the table, the Crew immediately wins.

If either of these two conditions have not been met the Crew is in serious trouble. The Outsider(s) may draw one Crisis card for each Crew, and then assign one Crisis to each Crew. The Outsider decides which Crew member must resolve each Crisis, and in what order. However, no Crew member may be given more than one Crisis.

Assuming this does not trigger Obliteration, play continues as normal.

Outsider Victory

The Outsiders win, and any Outsider declares victory by using an action.

When an Outsider uses the **Resolve Shift Sequence** action, all players reveal their Loyalty cards.

If all of the Crew are Doomed, and at least one Outsider is not Doomed, the Outsiders win.

Otherwise, play continues with the Loyalties revealed. Unlike the Crew, Outsiders do not draw Crises when they incorrectly declare victory.

If there are multiple Outsiders, only one Outsider needs to have Survival for the Outsiders to win.



Obliteration

The game ends in Obliteration if a card cannot be moved to Entropy, or if an Event directs all players to discard or lose Survival and no players can. Reality is broken, the ship is destroyed, and no one wins; not even the Outsiders.

Obliteration is a threat at all times. Outsiders and Crew will need to work together to manage the deck while pursuing their individual victory conditions.

Designer's Note - it is possible for a player to intentionally trigger Obliteration, but the spirit of the game assumes that all players will continue to seek victory no matter how bleak their odds may seem. For groups where this causes a problem, alternate rules for Obliteration are provided below in "Other Variants."



Optional Rules and Variants

The rules that follow are optional, designed to increase the challenge or modify the play style to match your group dynamic.

Make sure that all players agree on using any of these rules or scenarios before you begin play.

Location Specific Variants

Each of the several location based variants increases the difficulty of a different aspect of play. Feel free to use only the ones you prefer, or use all three for an extreme challenge.

You can also play a game with additional challenges added and no Outsiders - make sure you scale the challenge up enough to create a dynamic situation!

All standard rules apply, with some additional setup and new rules.

Crisis cards always ignore location rules.

Additional Setup

In addition to the normal setup, find the ship location cards and the player identifier tokens. Arrange the cards so that they form a complete image of the ship, as seen in the diagram below.

If you are using the fold-out or printed map, simply place the map in easy reach of all players. Each of the five boxes marked with white arrows along the edge is a location.

Before Loyalty cards are assigned, position the token that corresponds to your character on a location of your choice. There is no limit to the number of characters that can occupy one area.

Movement Action

These rules apply to all location variants.

In any location based variant, a player may move their character token from one location of the ship to any connected location. Connected areas are marked by white arrows on the location cards - movement must follow these lines, but can occur in either direction.

I. Location Based Goals

Each goal has an image that matches an area of the ship. In addition to the regular rules, a Goal may only be completed by a character who is in the corresponding location.

Goals may still be put into play by any player, regardless of location, and all other rules regarding Goals and completion apply.

II. Location Based Actions

With this rule, a character may only use actions that interact with other characters if both characters are in the same location. However, the Captain and the Programmer may ignore this restriction.

III. Location Based Draw+Entropy

This variant is extremely challenging.

During setup, after shuffling the Gear, Goal, Tech, and Dark Cards together to form the main deck, deal an equal number of cards from that deck face down onto each location. Use the following rules.

1. When you draw a card for any reason, you **must** draw from the pile of cards at your location.
2. When you end your turn, you must choose which area loses a card to Entropy.
3. When any area runs out of cards for any reason, it is destroyed. Flip the area card face down. Characters cannot enter or pass through this location.

Any character in the area when it is destroyed is immediately Doomed; lose all Survival and move your token to any area that is not destroyed.
4. When any player reshuffles the discard pile, they may deal any number of cards into room that has not been destroyed.

IV. Location Based Supply

During setup, place the supply deck next to a specific location.

You may only use the “Gather Supplies” action if you are in the location with the Supply.

Other Variants

The Eclipse Protocol (Alternate to Obliteration)

Using the Eclipse Protocol, the Chimera's emergency system automatically resolves the shift sequence when destruction is imminent.

As normal, if the deck runs out, or when one single event dooms all of the players at the same time, the game immediately ends. No player may discard Goals or use any abilities at this time. Each player must reveal their hand and Loyalty card. However, instead of the game ending in a mutual loss, players follow the below steps to determine the winner.

1. Engines Activate, flooding the unrepaired ship with Dark Gravity.

The player with the most Dark cards in their hand immediately changes their Loyalty to Outsider, if they were not already an Outsider. The subtle warping of reality has caught up to them.

If there is a tie, skip this step.

2. All remaining crew (including Doomed Crew) count their total number completed goals.
3. If the crew has more completed Goals than there are Outsiders, any Crewmembers who are not Doomed immediately win. The Chimera has been repaired enough for the Eclipse Protocol to transport everyone to safety.
4. If all Crewmembers are Doomed and there is at least one Outsider who still has Survival, the Outsiders win. The Eclipse Protocol has failed.
5. If neither of the above conditions have been met, the shift is violent and uncertain. The side with the most remaining Survival points wins. If there is a tie, the player who acted first in the game decides.

Dark Surge **(Alternate to Obliteration)**

In this scenario the ship is trapped in the Dark between realities, favoring the Outsiders.

The game immediately ends when the deck runs out or when a single crisis dooms all of the players at the same time. No player may discard goals or use

any abilities at this time. Each player must reveal their hand and Loyalty card. However, instead of Obliteration, the winner is determined by awarding points as follows:

Crew

+1 point per Completed Goal, including those completed by Doomed characters and Outsiders.

Outsider

+1 point per Doomed Crew member

+1 point for each Crew member who has at least 2 Dark cards in their hand

In the event of a tie, the player who triggered the end of the game loses. Everyone else wins.

The Quick and the Dead **(Alternate to Doomed Characters)**

This mode increases the difficulty for the crew by adding character death and providing an additional way for the Outsiders to win the game.

Before play begins, set aside all unused Loyalty cards and keep them handy.

Players who reach zero Survival do not become Doomed as normal. Instead, remove your character from the game. That character is Dead.

Shuffle the unused characters together and draw a new one randomly, then take 3 Survival. Finally, shuffle your Loyalty card together with all unused Loyalty cards from the box (do not include other players Loyalty cards!) and draw one face down. This is your new Loyalty - continue the game as normal.

If there are more Dead characters than there are Crew members in the game, an Outsider may use the Resolve Shift Sequence action to immediately win the game.

It is possible for all players to become Outsiders - if this occurs all players win or lose together.

Game by **WIL COX**
Art by **JAMES ZARK**

For bonus content, FAQ, updates and more visit
GraviticEntertainment.com



Heartfelt thanks to all the kickstarter backers and dedicated individuals who helped make this a reality.