

EXTRAORDINARY TIMES

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WWII has just ended, and both the USSR and the US have launched from a nuclear arms race to an outer space expedition. Teams of international experts are recruited for the same mission: to go further—oh, and, also, to intimidate the other team and show their technological prowess. The Space Race is about survival, discovery, and nationalism. It is your job as a new race contender to manage your resources, complete missions, and survive, all while keeping the public on your side. We invite you to join us in these Extraordinary Times, even if it requires taking extraordinary risks.

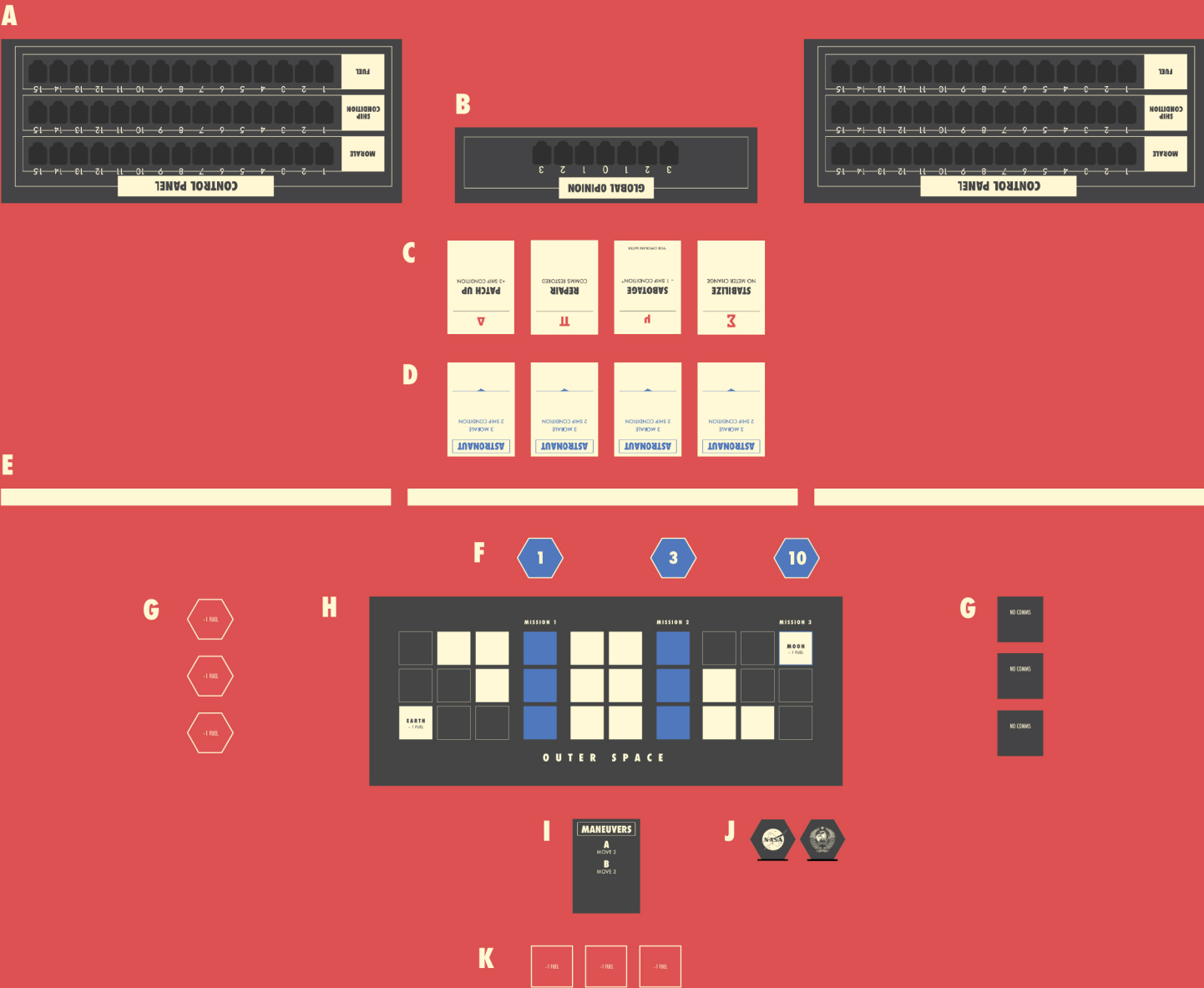
YOUR GOAL

Gain the most points after five successful missions and returning home safely.

SET-UP

TEAM 1 MISSION CONTROL

TEAM 2 MISSION CONTROL



TEAM 1 FLIGHT CREW

TEAM 2 FLIGHT CREW

- A** CONTROL PANELS

B GLOBAL OPINION METER

C FUNDING DECK

D ASTRONAUT CARDS
- E** DIVIDER

F MISSION TOKENS

G DEBRIS TILES

H SPACE BOARD
- I** MANEUVER DECK

J SHIP PIECES

K FUEL TILES

L NO COMMS TILES

TEAMS

USSR and US, Mission Control and Flight Crew

The game consists of two teams, the USSR and the US, each with two players. One player on each team is Mission Control, the other is Flight Crew.

Both Flight Crew members are positioned on the same side of the table, opposite of their Mission Control teammates. The Divider (**E**) is placed horizontally between teammates, creating two sides of the tableau, dividing players from their partners. Mission Control and Flight Crew are not allowed to directly share with each other the information available on each of their respective sides (for example, Mission Control cannot explicitly say what items they have access to, and the Flight Crew cannot give their exact location). The US Mission Control can see the status of the USSR Mission Control, and vice versa. Same goes for the Flight Crew side of the tableau.

STARTING POSITIONS

Ship location and Control Panel levels

Morale, Ship Condition, and Fuel meters located on the Control Panels begin at full capacity (15). The USSR and US ships (**J**) begin on Earth, as indicated by the Outer Space Board.

COMMUNICATION

Dialogue Restrictions

Dialogue and table talk are encouraged throughout the game. However, there are restrictions on how Mission Control and the Flight Crew can communicate. Information including specific quantities, locations, or actions are not allowed. Here are some examples of how to communicate within these restrictions:

NOT ALLOWED

“Maneuver A will hurt our ship by 3 points.”

“It is going to take 5 fuel points and two turns to land on Earth.”

“Global Opinion has swayed 3 points onto the USSR’s side. We need to do Maneuver A to get it back.”

“If we do this Maneuver B, we will lose communications, but not morale.”

ALLOWED

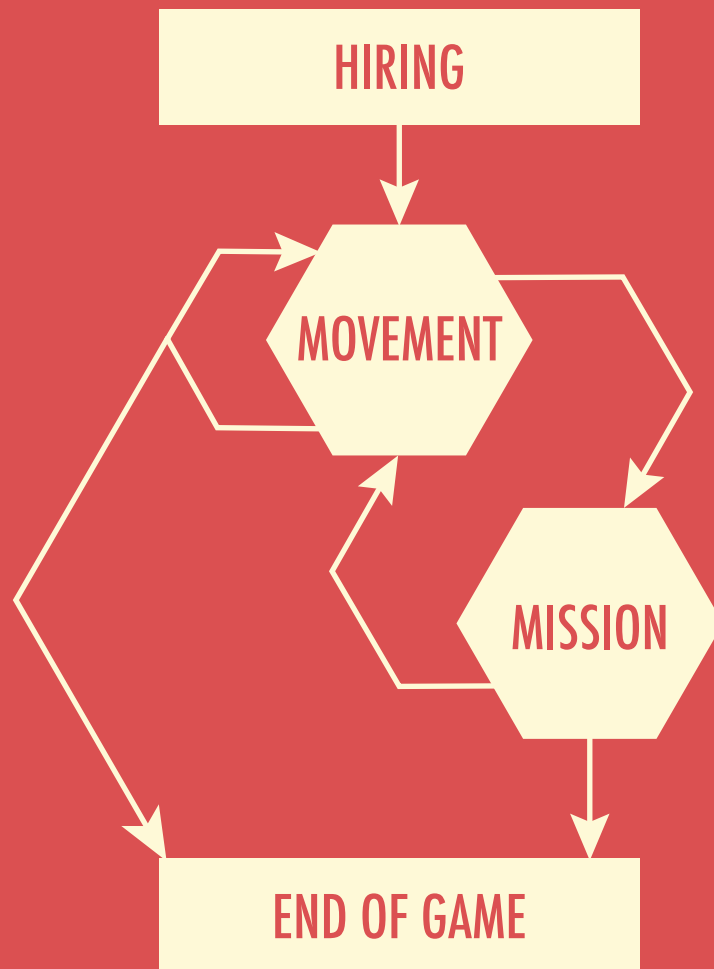
“Our ship condition is in pretty bad shape, is there a different maneuver you could do?”

“Our fuel situation doesn’t look great, what does re-entry look like? Is it fuel efficient?”

“Global Opinion is not in our favor, it’s going to take a while to sway it back.”

“This maneuver would be detrimental for both of us, do you think it is worth the risk?”

SEQUENCE OF PLAY



HIRING

Hiring Astronauts for Missions

The game begins with the USSR Mission Control selecting two Astronaut Cards **(D)** from the tableau to show the USSR Flight Crew—with the beige side of the card facing themselves, and the blue side facing their Flight Crew partner. The Flight Crew may respond with which Astronaut they would prefer (using dialogue outlined in the Communication section), and Mission Control chooses an Astronaut to hire. Once Astronauts are hired, Flight Crew assigns them to either mission 1, 2, or 3 and they are placed in the corresponding spot on the Divider **(E)**. Rejected Astronauts return to their spot in the market.

As indicated on the blue (Flight Crew) side of the Astronaut Cards, each Astronaut has a likelihood of succeeding or failing a mission, dependent on a die roll. On the beige side of the card, Mission Control can see how the success or failure of the Astronaut will impact Morale and Ship Conditions.

Once the USSR has hired their first astronaut, the market is refilled by placing another card from the deck. The US Mission Control then has the opportunity to show two Astronauts to their Flight Crew, receive feedback, and hire someone. This process repeats until all positions are filled for each team.

MOVEMENT

Using Maneuver Cards to navigate

Each Flight Crew member draws three Maneuver Cards **(I)** to place in their hand. The Flight Crew member then chooses two out of their three Maneuver Cards to show Mission Control, keeping the black side facing themselves and the beige side facing their Mission Control partner.

Following dialogue restrictions (outlined in the Communication section), Flight Crew may suggest maneuvers to Mission Control, and Mission Control may respond with their preferences. The Flight Crew selects a maneuver to perform and may complete its corresponding action. Flight Crew gives the card to their partner to adjust their meters accordingly, including changes to Global opinion **(B)**. The Flight Crew then replenishes their hand with a card from the Maneuver Deck.

Upon being played, Maneuver Cards give the Flight Crew the ability to move in a single direction. The ship may not turn or stop short of a Maneuver's corresponding movement. The only scenario in which a ship does not go the full length of their Maneuver is if they reach the edge of the Outer Space Board **(H)**, in which case they simply stop.

Some Maneuver Cards have symbols that match those found in the Funding Deck **(C)**. See Mission Control for details.

This process of showing and playing Maneuver Cards repeats until the game is over.

MISSIONS

Completing missions and getting points

There are three missions located across the Outer Space Board, each with different point values. Mission 1 is worth 1 point, Mission 2 is worth 3 points, and Mission 3 is worth 10 points.

In order to attempt a Mission, the Flight Crew's ship must either land on or pass through the Mission's zone on the board. To succeed, a die must be rolled and fall within the astronaut's 'pass' conditions.

Missions are optional, not mandatory. Players do not have to complete specific Missions in order to win the game. It is up to the USSR and US teams to decide how much risk they would like to take, and for what reward.

If the Mission succeeds, Mission Control increases their Morale and Ship Condition as outlined on the Astronaut Card, and Flight Crew Collects a token **(F)** representing they have completed the Mission. The Global Opinion gets moved one step towards your team upon having a successful mission. If your team successfully completes Mission 3, however, the Global Opinion meter moves completely onto your side (level 3).

If the Mission fails, the Flight Crew's ship drops a Debris Tile **(G)** on their current board location, and they lose 1 Fuel. Additionally, Mission Control's Morale and Ship Condition drops as indicated on the Astronaut Card. A Mission Token is not collected upon failure, and the Global Opinion is not impacted.

MISSION CONTROL

The Control Panel, Global Opinion, and Funding Cards

The Morale and Ship Condition meters determine what maneuvers the Flight Crew can and cannot perform. Each Maneuver Card the Flight Crew plays has an impact on Mission Control's meter status, and is kept track of on the Control Panels **(A)**. If either Morale or Ship Condition drop to zero, maneuvers which require that meter fail, and cannot be performed.

If the Ship Condition meter drops to zero, communication between your team's Mission Control and the Flight Crew (see No Comms).

There is no additional penalty for Morale hitting zero. Morale does not replenish upon returning to Earth.

If Fuel reaches zero and you do not have a battery pack, you lose the game.

Some Maneuvers impact the Global Opinion Meter, moving the meter towards that nation's side of the table. Completing mission 3 successfully moves Global Opinion all the way on that nation's side. Global Opinion on your side of the scale grants you access to Funding Cards.

Failed Maneuvers can still earn Funding Cards.

In a scenario where Global Opinion is not on your side and both Morale and Ship Condition hit zero, you lose the game.

Funding Cards are obtained through matches; some Maneuver Cards have symbols that correspond to cards found in the Funding Card market. If the Global Opinion is on your side and your team executes a Maneuver that has a matching Funding Card, Mission Control can add the card to their hand. Mission Control can hold up to 3 Funding Cards at a time, and they can be played at any time.

There are 5 types of Funding Cards with 5 different perks. Possible Funding Card perks include Stabilize, Sabotage, Repair, Battery Packs, and Patch Up.

FUEL & BATTERIES

Draining fuel and getting batteries

Upon launching from and landing on either the Earth or Moon, ships lose fuel. These are indicated by the tiles on the Outer Space Board. When the Flight Crew's ship passes over or lands on a tile marked with a negative fuel impact, they must communicate the loss to Mission Control. Debris dropped from failing missions (see the Mission section) also results in a loss of fuel when passed by or landed on.

Fuel is completely replenished when landing on Earth, but cannot be replenished while out in space. The only way to accrue more fuel while out in space is for Mission Control to acquire a Battery. Battery cards are found within the Funding Card deck, and therefore must be obtained when the Global Opinion is on your side and your team plays a matching Maneuver. Batteries hold 3 fuel, are only usable when your fuel meter hits zero, and are discarded once fully used.

If your ship runs out of fuel while in space, your Flight Crew is unable to return to Earth and you lose the game.

NO COMMS

Losing communications and repairing your ship

There are several situations throughout the game that may result in a loss of communications between you and your teammate. Specific Maneuvers, Funding Cards, and the depletion of your Ship Condition can all result in a No Comms scenario. If you lose communications, you are not allowed to talk to your partner until your systems are repaired.

Without communications, the Flight Crew must choose a maneuver to play without consulting Mission Control. If Mission Control cannot afford the chosen Maneuver, the Maneuver fails, the Flight Crew is not allowed to move, and the card is discarded.

Missions can still be performed without communications, with Flight Crew communicating only if the Mission was a success or failure.

Funding Cards may still be obtained through Global Opinion and matching Maneuvers during a time of no communications.

The Flight Crew is allowed to relay information regarding the loss of fuel during a time of No Comms.

Communications can be restored by landing on Earth, collecting a 'Repair' Funding Card, playing a Maneuver that lists 'Comms Restored' as one of its effects, or discarding an astronaut. At any point while communications are down, Flight Crew may discard one of their astronauts to immediately fix communications. A new astronaut may be hired upon the Flight Crew's return to Earth. Hiring a new astronaut takes up one turn (see hiring).

If communications were lost by the depletion of Ship Condition, communications can also be restored by refilling your meter above zero.

ENDING THE GAME

ENDING CONDITIONS

Completing five missions and returning home

Once a team has collected five mission tokens, both ships must turn around, wherever they are, and attempt to return back to Earth. The Flight Crew may test the success or failure of any Missions they pass on their way home, but may only move towards Earth.

SCORING

Counting Mission successes

If both teams safely return to Earth after 5 missions, the winner is determined by the team with the greatest number of points gathered from successful missions.

Mission 1 : 1 Point
Mission 2 : 3 Points
Mission 3 : 10 Points

LOSING EARLY

Ending the game short

If all fuel and batteries are depleted while in Outer Space, you lose the game.

If Morale and Ship Condition meters hit zero, and Global Opinion is on your opponent's side, you lose the game.

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These are extraordinary times.
And we face an extraordinary challenge.

JOHN F. KENNEDY
MAY 26, 1961