locked out

Introduction

It is the year 2368. You and your gang of criminals just committed a burglary and stole a spacecraft to return to your hideout.

Unfortunately, after takeoff, the onboard computer detected the tampering and locked you out, leaving you unable to navigate. You are on a wrong course, which will surely get you caught; and your resources are running out.

There are tools on board that will help you regain control over the ship, change your course and escape. But if greedy companions want to steal these, will you be able to make it?



List of Components

- 18 resource cards (6 red, 6 yellow, 6 blue)
- 3 double resource cards (red/yellow/blue)
- 16 access cards (8 orange, 8 purple)
- 22 loot cards (green)
- 3 hazard cards (pink)
- 1 maintenance card (white)
- 8 playing board tiles
- 6 pawns (meeples)
- 3 resource tokens (cubes)
- 1 card stand
- 1 rulebook document.

Objective

Your gang's objective is to gain access to the onboard computer before any of the resources run out.

Your personal objective is to get the **biggest** financial gain, but beware: this may jeopardize the gang's objective! If the gang fails to escape, the player who pocketed the **smallest** amount wins.

Overview

The game board represents your ship and has four zones: blue, orange, purple and green. The game plays in three stages: at the start of the game (stage one), only the blue zone is *accessible*. Players must search the blue rooms for useful objects (cards). Playing the right set of orange cards unlocks stage two by granting access to the orange zone. Then, by playing the right set of purple access cards, the onboard computer (purple zone) becomes accessible (stage three).

The green zone (the engine compartment) is never accessible; it is only there for keeping track of resources.

Resources

There are three resources: oxygen (blue), electrical power (yellow) and fuel (red). These will deplete during the game, and are kept track of using transparent tokens in the engine compartment space.

The Cards

The maintenance card (white) is only a tracker. It does not go in the deck. All other cards represent objects you can find. They have a monetary value in znooties and a category (indicated by their color).

- Resource cards (red, yellow and blue) slow down the depletion of resources.
- Access cards (orange and purple) help access other zones of the ship.
- Loot cards (green) have a monetary value, and can help find more objects.
- Hazard cards (pink) are not used in the standard game. See *Hazards Variant*.

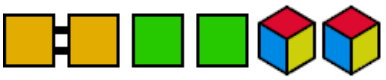
Setup

Place the board tiles on the table in the order shown in the figure below. Reserve some space around the board for draw piles and play areas.

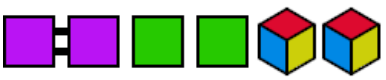
Deal each player one "Share of the Booty" card; take all remaining such cards out of the game. Take the other 16 loot cards from the deck and shuffle them. Take all single resource cards from the deck and shuffle them. Remove the 3 hazard cards and 3 double resource cards from the game (these are only used in the *Hazards Variant*).

Divide the cards into eight draw piles:

Piles 1-4: two identical orange cards,
two random loot cards,
two random resource cards.



Piles 5-8: two identical purple cards,
two random loot cards,
two random resource cards.



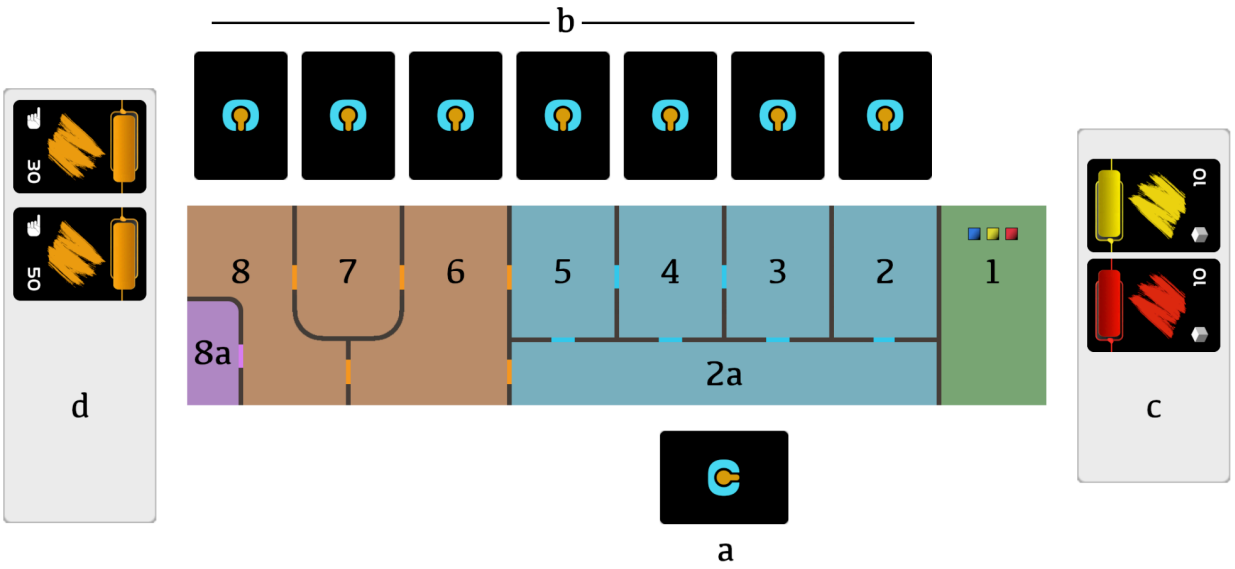
Blindly swap piles 1-4, then blindly swap piles 5-8 (do not mix the two different sets). Assign piles 1-4 to the blue rooms and piles 5-8 to the corridor and the orange rooms.

Put the remaining resource cards on the corridor pile. Shuffle each pile well and place it as a draw pile in the assigned location on the table (see figure).

Put the resource tokens in the engine compartment space:

- all on [8] for a 3- or 4-player game;
- all on [7] for a 5-player game;
- all on [6] for a 6-player game.

Have each player choose a meeple color and put their meeple as a pawn in the corridor space. Determine which player begins. They are automatically the first *maintenance player;* put the maintenance card in the card stand and place it in front of this player on the table.



1. engine compartment with resource tokens
2a. corridor
2-8. rooms
8a. onboard computer

a. draw pile for corridor (2a)
b. draw piles for rooms (2-8)
c. play area for resource cards
d. play area for access cards

Gameplay, Summarized

On your turn, you must **move** your pawn through a doorway to an adjacent accessible room.

If any cards are left in the draw pile for that room, **draw** one from that pile and add it to your hand.

Next, you may **play** any number of cards from your hand.

Play passes clockwise to the next player. If there are any cards in a play area on the table, leave them there.

After Moving

If the purple zone is accessible and a player moves to the onboard computer, that means that your gang can change the ship's course. You escape and the game ends. See *Winning the Game*.

After Drawing: Interception

If there are other players in the same room when you draw a card, look at the card and show it to them, one player at a time, in clockwise order.

If any of these players wants to, they may swap the card with one from their hand. After any swap, add the swapped card to your hand; don't show it around any further. If no swap takes place, add the card you drew to your hand.

How to Play Cards

To bring the game closer to the common objective, play **access cards** to the access card play area. They might not have an effect immediately, but they are left on the table between turns until they do (see *Acquiring Access*).

Both orange and purple cards may be played in any stage of the game. There are two copies of each access card. Duplicates may be played, but these have no additional effect.

To slow down the depletion of resources, play **resource cards** to the resource card play area. These are left there between turns (see *Resource Depletion*). There are multiple copies of each type of resource card. Duplicates may be played, but these have no additional effect.



To search more carefully for extra objects, play two **loot cards** with this icon (you misplace or lose these items while concentrating on your search). Discard these and take an extra turn. You may do this only once before play passes to the next player. Extra cards drawn are also subject to *Interception*.



After Playing (1): Acquiring Access

As soon as there are *four different orange* access cards in the play area, the game enters the second stage and the orange zone of the ship becomes accessible. Discard all orange access cards from the play area. From this point on, all orange cards played are immediately discarded.

As soon as there are *four different purple* access cards in the play area, the game enters the third stage and the onboard computer (purple zone) becomes accessible. Discard all access cards from the play area. From this point on, all access cards played are immediately discarded.

Access cards continue to trigger an *Accusation* when played, even after their corresponding zone has become accessible.

After Playing (2): Accusation

Whenever you play an access card on your turn, you must accuse another player of your choice (the *suspect*) of holding on to an access card.



- If the suspect does indeed have an access card, they may choose to play it to the access card play area. This does not trigger another accusation.
- If the suspect does not have an access card or claims not to have one, you must check half of the cards from their hand (rounded up; you pick these randomly). If these cards do contain any access cards, you must choose one and play it to the access card play area. This does not trigger another accusation. Return the remaining cards to the suspect.

After Play Passes: Resource Depletion

If you are the maintenance player when play passes to you (except on the first turn), you do not take a normal turn. Instead, you must register the depletion of resources. Move each resource token in the engine compartment to the next lower number (zero = off the board), except if a corresponding resource card has been played to the resource card play area. Duplicate cards have no additional effect. Next, discard all resource cards from the play area.

If any of the tokens moves to zero, your ship's course cannot be changed any more. Your gang was unsuccessful and will be caught. The game ends.

Pass the maintenance card clockwise to the next player. They continue with a normal turn, and will be the maintenance player in the next round.

Winning the Game

When the game ends, each player adds up the total monetary value of the cards in their hand. If there is a tie, the hand with the most access cards has the higher value. If there is still a tie, the hand with the most resource cards has the higher value.

If the gang was able to escape, the player with the **highest** value wins. If the gang was unsuccessful, the player with the **lowest** value wins, as they now have the reputation of being the most cooperative.

Strategic Tips

Players may want to hold on to valuable access cards instead of playing them. Try to keep track of access cards. Make use of the knowledge that rooms contain pairs of identical access cards. Discuss with other players what your priorities are and which rooms are useful to visit.

You may share information about the cards that other players are holding. You may also lie. You are criminals after all!

Hazards Variant (Optional)

Hazards are items of poor quality, difficult to carry (e.g. fragile), or even dangerous to carry (e.g. explosives). Hazards are represented by pink cards and have a negative monetary value.

During Setup:
Replace the following loot cards: Sonic Corkscrew *or* Soldering Iron (5), Gambling Cards (5) and Plasma Gun (10) with the three hazard cards. Replace three resource cards (one of each type) with the double resource cards. When arranging the draw piles, treat hazards as loot cards.
The double resource cards should only be in play when the hazard cards are in play.

During Gameplay:
Hazards interfere with the ship's electronics or the task of maintenance. As a result, replenishing resources fails.
Hazards are therefore played to the resource card play area. When it is the maintenance player's turn and there are any hazard cards in the play area, all cards in the resource card play area are first discarded, and then all resource tokens move down one step.

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Scan the QR code to download the latest version of the rulebook or to watch a short introduction video.