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 board 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?

30-45 minutes	**3-6** players	**12+** years

List of Components

- 18 resource cards (6 red, 6 yellow, 6 blue)
- 16 access cards (8 orange, 8 purple)
- 22 loot cards (green)
- 1 maintenance card (white)
- 1 card stand
- 8 playing board tiles
- 6 pawns (meeples)
- 3 resource tokens (cubes)
- 2 parts of the rulebook.

Objective

Your gang's objective is to gain access to the board computer before any of the resources runs 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 board 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 & blue) slow down the depletion of resources.
- Access cards (orange & purple) help access other zones of the ship.
- Loot cards (green) have a monetary value, and can help find more objects.

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 resource cards from the deck and shuffle them.

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 cyan 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 one 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.
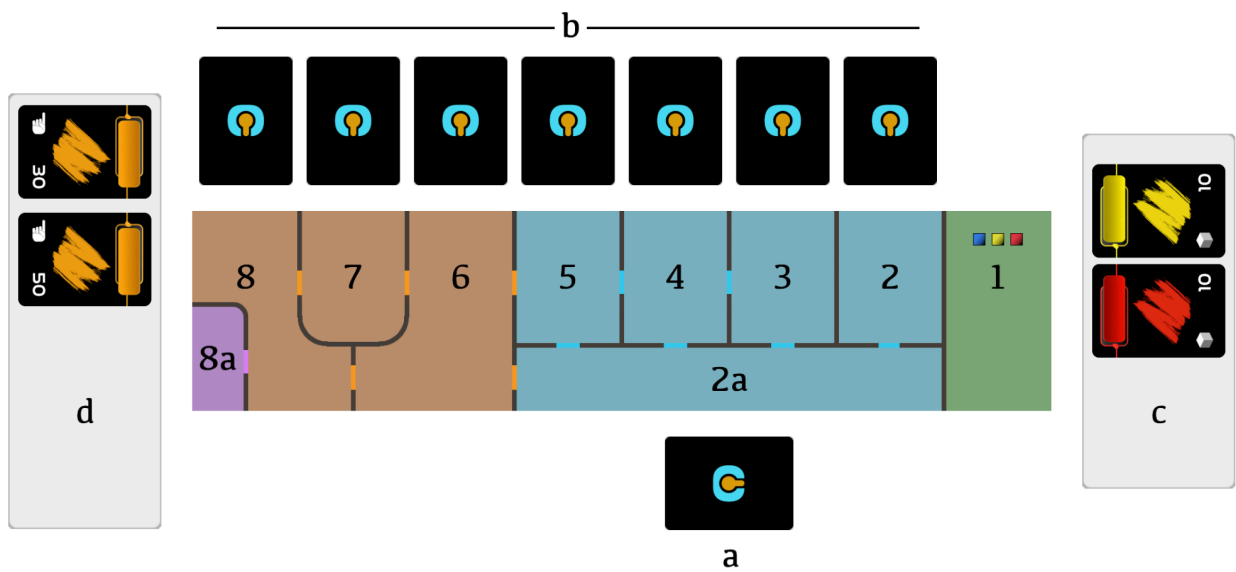
1.	engine compartment with resource tokens	a. draw pile for corridor (2a)
2a.	corridor	b. draw piles for rooms (2-8)
2-8.	rooms	c. play area for resource cards
8a.	board computer	d. play area for access cards

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 board computer, that means that your gang can change the ship's course. You escape and the game ends. See *Winning the Game* below.

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* below).
    Both orange and purple cards may be played in any stage of the game.

● 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* below).
There are two copies of each access card in the game, and 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* (see above).

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 board computer (purple zone) becomes accessible. Discard all access cards from the play area. From this point on, all access cards played are immediately discarded.

After Playing (2): Accusation

Whenever you play an access card on your turn, you must accuse another player of your choice (the *suspect*) that they are 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 play an access card or claims not to be able to do so, you may 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 has ended, every player adds up the total monetary value of their hand cards. 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!

Acknowledgements

Author and Copyright

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